



Advanced Dungeons & Dragons®

2nd Edition

Monstrous Compendium

Outer Planes

Appendix



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Welcome to the *Monstrous Compendium* volume that finally details the powerful creatures unique to the outer planes. As in previous volumes, all entries are given in alphabetical order on removable looseleaf sheets. The looseleaf sheets can be placed in a master binder for easy reference as needed for an adventure.

Important Note: These monster sheets should *not* be intermingled with the monster sheets from the previous volumes of the *Monstrous Compendium* series; keep all these monsters together in a separate section of your binder.

All monsters included here are typical for their type. Variations of your own design are encouraged.

CLIMATE/TERRAIN—defines where the creature is most often found. Normally, climates include things such as arctic, subarctic, temperate, and tropical, and terrain would include plain/scrub, forest, rough/hill, mountain, swamp, and desert. However, in the outer planes, these terms tend to have less meaning. Therefore, this category will define which plane (or planes) the creature is native to.

FREQUENCY—is the likelihood of encountering a creature in an area. *Very rare* is a 4% chance, *rare* is 11%, *uncommon* is 20%, and *common* is a 65% chance. Chances can be adjusted for special areas.

ORGANIZATION—is the general social structure the monster adopts. "Solitary" includes small familial groups.

ACTIVITY CYCLE—is the time of day when the monster is most active. Those most active at night may be active at any time in subterranean settings. Active cycle is a general guide and exceptions are fairly common. Also, keep in mind that in the outer planes, this category, too, might yield to unusual circumstances.

DIET—shows what the creature generally eats. *Carnivores* eat meat, *herbivores* eat plants, and *omnivores* eat either. *Scavengers* dine mainly on carrion.

INTELLIGENCE—is the equivalent of human "IQ." Certain monsters are instinctively cunning; these are noted in the monster descriptions. Ratings correspond roughly to the following Intelligence ability scores:

0	Non-intelligent or not ratable
1	Animal intelligence
2-4	Semi-intelligent
5-7	Low intelligence
8-10	Average (human) intelligence
11-12	Very intelligent
13-14	Highly intelligent
15-16	Exceptionally intelligent
17-18	Genius
19-20	Supra-genius
21+	Godlike intelligence

TREASURE—refers to the treasure tables in the *Dungeon Masters Guide*. If individual treasure is indicated, each individual may carry it (or not, at the DM's discretion). Major treasures are usually found in the monster's lair; these are most often designed and placed by the DM. Intelligent monsters will use magical items present and try to carry off their most valuable treasures if hard pressed. If treasure is assigned randomly, roll for each type possible: if all rolls fail, no treasure of any type is found. Treasure should be adjusted downward if few monsters are encountered. Large treasures are noted by a parenthetical multiplier ($\times 10$, etc.)—not to be confused with treasure type X. Do not use the tables to place dungeon treasure, as numbers encountered under-

ground will be much smaller.

ALIGNMENT—shows the general behavior of the average monster of that type. Exceptions, though uncommon, may be encountered.

NO. APPEARING—indicates an average encounter size for a home plane encounter. The DM should alter this to fit the circumstances as the need arises. This should not be used for dungeon encounters.

ARMOR CLASS—is the general protection worn by humans and humanoids, protection due to physical structure or magical nature, or difficulty in hitting due to speed, reflexes, etc. Humans and humanoids of roughly man-size that wear armor will have an unarmored rating in parenthesis. Listed ACs do not include any special bonuses noted in the description.

MOVEMENT—shows the relative speed rating of the creature. Higher speeds may be possible for short periods. Human, demihuman, and humanoid movement rates are often determined by armor type (unarmored rates are given in parentheses). Movements in different mediums are abbreviated as follows: *Fl* = flying, *Sw* = swimming, *Br* = burrowing, *Wb* = moving in a web. Flying creatures also have a Maneuverability Class from A to E (refer to the Aerial Combat rules in the *Dungeon Master's Guide*, page 77).

HIT DICE—control the number of hit points of damage a creature can withstand before being killed. Unless otherwise stated, hit dice are 8-sided, yielding 1 to 8 cumulative hit points each. The hit dice are rolled and the numbers shown are added to determine the monster's hit points. Some monsters will have a hit point spread instead of hit dice, and some will have additional points added to their hit dice. Thus, a creature with 4+4 hit dice has 4d8+4 hit points (8-36 total). Note that creatures with +3 or more added to their hit points are considered of the next higher hit die for purposes of attack rolls and saving throws.

THACO—is the attack roll the monster needs to hit armor class 0. This is always a function of hit dice, with any exceptions mentioned in the text description of the creature. Humans and demihumans always use player character THACOs, regardless of whether they are player characters or "monsters." THACOs do not include any special bonuses noted in the descriptions. Hit probability bonuses due to strength are listed in parenthesis with the THACO.

NO. OF ATTACKS—shows the basic attacks the monster can make in a melee round, excluding special attacks. This number may be modified by hits that sever members, spells such as *haste* and *slow*, and so forth. Multiple attacks indicate several attacking arms, raking paws, multiple heads, etc.

DAMAGE/ATTACK—shows the amount of damage a given attack will make, expressed as a spread of hit points (dice roll combinations). If the monster uses weapons, the damage done by the typical weapon will be followed by the parenthetical note "weapon." Damage bonuses due to Strength are listed as a bonus following the damage range.

SPECIAL ATTACKS—detail attack modes such as dragon breath, magic use, etc. These are explained in the monster description.

SPECIAL DEFENSES—are precisely that, and are detailed in the monster description.

MAGIC RESISTANCE—is the percentage chance that magic cast upon the creature will fail to affect it, even if other creatures nearby are affected. If the magic penetrates this resistance, the creature is still entitled to any normal saving throws allowed.

SIZE—is abbreviated as: "T" = tiny (2' tall or less), "S" = smaller than a typical human (2+ ' to 4'), "M" = man-sized (4+ ' to 7'); "L" = larger than man-sized (7+ ' to 12'), "H" = huge (12+ ' to 25'), and "G" = gargantuan (25+ ').

MORALE—is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline may be adjusted for individual circumstances. Morale ratings correspond to the following 2-20 range:

2-4	Unreliable
5-7	Unsteady
8-10	Average
11-12	Steady
13-14	Elite
15-16	Champion
17-18	Fanatic
19-20	Fearless

XP VALUE—is the number of experience points awarded for defeating (not necessarily killing) the monster. This value is a guideline that may be modified by the DM for the degree of challenge,

encounter situation, and for overall campaign balance. For the creatures in this appendix, additional experience point awards have been calculated on the basis of extraordinary spell use, spell-like abilities, and exceptional magic resistance.

COMBAT—discusses special combat abilities, arms, armor, and tactics.

With the combat abilities are listed any spell-like abilities peculiar to the outer planar creature. Spell-like abilities are identical to the effects of the spell given. Where not stated, these spell-like abilities are cast at 12th level of magic use. Since the spell-like abilities of outer planar creatures are not spells, they do not require verbal, somatic, nor material components, and do not require concentration to maintain their effects, even in cases where the spell's description says otherwise.

HABITAT/SOCIETY—outlines the monster's general behavior, nature, social structure, and goals.

ECOLOGY—describes how the monster fits into the campaign world, gives useful products or byproducts of the creature, and presents other miscellaneous information.

Close variations of a monster are given in a special section after the main monster entry. These minor listings can be found by consulting the index to find the major listing.

Alphabetical Index To Outer Planes Appendix

Name	Plane	Name	Plane	Name	Plane
aasimon (ASS-eh-mun)	upper planes	deva (DEE-vuh)	upper planes	mortai (MOR-tie)	Beastlands
baatezu (bay-AT-eh-zoo)	The Nine Hells	dragon, adamantite	Twin Paradises	nabassu (NAH-bah-soo)	The Abyss
tanar'ri (teh-NAH-ree)	The Abyss	dretch (DRECH)	The Abyss	nalfeshnee	
yugoloth (YOU-go-loth)	lower planes	enheriar		(nal-FESH-nee)	The Abyss
abishai (AB-ish-eye)	The Nine Hells	(en-HARE-ee-ahr)	upper planes	night hag	lower planes
agathinon		erinyes (air-in-yes)	The Nine Hells	nightmare (NITE-mare)	lower planes
(uh-GATH-uh-non)	upper planes	gehreleth (GEH-rel-eth)	Tarterus	noctral (NOK-truhl)	Seven Heavens
air sentinel	Twin Paradises	gelugon (GEL-yoo-gon)	The Nine Hells	nupperibo	
alu-fiend (AL-oo-feend)	The Abyss	githzerai (GIT-sir-eye)	Limbo	(nuh-per-EE-bo)	The Nine Hells
amnizu (ahm-NEE-tsu)	The Nine Hells	githyanki		nycaloth (NY-kuh-loth)	lower planes
animal lords	Beastlands	(gith-YANG-key)	Astral	osyluth (OSS-ee-luth)	The Nine Hells
arcanaloth		glabrezu		per	upper planes
(are-KAN-uh-loth)	lower planes	(gla-BREET-soo)	The Abyss	phoenix	Elysium
archon (ARE-kon)	Seven Heavens	hamatula		piscoloth (PIS-ko-loth)	lower planes
babau (buh-BAY-yoo)	The Abyss	(hah-mah-CHOO-luh)	The Nine Hells	pit fiend	The Nine Hells
balaena (bal-uh-EE-nuh)	upper planes	hezrou (HETZ-row)	The Abyss	planetar (PLAN-eh-tar)	upper planes
balor (BAL-ore)	The Abyss	hordling (HORD-ling)	Hades	rutterkin (RUT-er-kin)	The Abyss
barbazu (bar-BAT-soo)	The Nine Hells	hydroloth (HI-dro-loth)	lower planes	slaad (SLAHD)	Limbo
bariaur (BAR-ee-ahr)	Gladstheim	larva	lower planes	solar (SO-lar)	upper planes
barlgura		lemure (LEEM-yur)	The Nine Hells	spinagon (SPIN-eh-gon)	The Nine Hells
(BAR-el-GOO-ruh)	The Abyss	maelephant		succubus (SUK-yoo-bus)	The Abyss
bebilith (BEH-bil-ith)	The Abyss	(MAY-luh-font)	lower planes	titan (TIE-ten)	Olympus
bodak (BO-dak)	The Abyss	manes (MAY-nes)	The Abyss	t'uen-rin (TOO-en-rin)	Arcadia
cambion (KAM-bee-on)	The Abyss	marilith (MAR-ruh-lith)	The Abyss	translator	upper planes
celestial lammasu		marut (muh-ROOT)	upper planes	ultroloth (UL-truh-loth)	lower planes
(LAM-uh-soo)	Olympus	mediator		vaporighu	
chasme (KAZ-me)	The Abyss	(MEE-dee-ate-or)	Nirvana	(VAH-por-ee-goo)	Gehenna
cornugon		mezzoloth		vrock (VROK)	The Abyss
(KORN-yoo-gon)	The Nine Hells	(METZ-oh-loth)	lower planes	warden beast	Beastlands
dergholoth		molydeus		yagnoloth	
(DUR-goh-loth)	lower planes	(mol-EE-dee-us)	The Abyss	(YAG-nuh-loth)	lower planes
		moon dog	Elysium	zoveri (ZO-ver-ee)	Seven Heavens

The diagram is a circular arrangement of 16 zodiac signs, each represented by a rectangular box with horizontal lines. The signs are grouped into four quadrants, each with a different background color: North (light blue), East (light green), South (light yellow), and West (light purple). The signs are arranged in a circle around a central point labeled "Concordant Opposition".

Quadrant	Signs (Clockwise from North)
North (Light Blue)	Elysium, Beast-lands, Olympus, Garden
East (Light Green)	Lumbo, Paradise, Eden, Nirvana
South (Light Yellow)	Acacia, Twin Persians, Seven Heavens, Nirvana
West (Light Purple)	Elysium, Beast-lands, Olympus, Garden

Concordant Opposition: The plane of Concordant Opposition is the exception to many of the rules and assumptions concerning the outer planes. It does not coincide with the great wheel cosmology of the aligned planes. Despite that, creatures from every outer plane and the Astral can be found in Concordant Opposition, for it connects with all these planes. Concordant Opposition mixes the properties of all the planes it touches. It is limitless, yet unlike any of the outer planes, it has a definite center. It changes from moment to moment like chaos, yet always maintains the same sense of order and placement. There are no races native to the plane of Concordant Opposition.

The Lower Planes

Pandemonium: Pandemonium is an underground realm, a great mass of matter pierced by innumerable tunnels carved by the powerful, howling winds. It is the plane of chaos tinged with evil, in many ways the opposite of Gladsheim. Whereas the upper realm consists of great spaces of air spanned by huge earthen rivers, the lands of Pandemonium are huge dark caverns filled with continual gales. The four windy, noisy, and dark layers of the plane are Pandemos, Cocytus, Phlegethon, and Agathion.

The Abyss: The number of layers of the Abyss are inestimable; they certainly comprise most layers and therefore potentially the most inhabitants of any of the outer planes. No sage or scholar claims to have visited or catalogued each of the layers. The Abyss combines all that is evil with all that is chaotic to produce an ugly, violent plane where the strong survive only on the backs of the weak—it is also known as Jurgarten, the misshapen lands. It is the birthplace of the foul tanar'ri. The only layer of the Abyss that is well known is the first layer, known as Pazunia, the Plains of Infinite Portals, or the Palace of 1,001 Closets. It is a barren, dusty place without life or greenery, baking beneath a blistering, red sun. Its dusty plains are broken by three features: huge holes in the ground, great iron portals, and the river Styx.

Tarterus: The sixfold layers of Tarterus are a fell region inhabited by monsters and great evil beasts. It is the home of many evil powers in exile and creatures planning their revenge against others. The layers of Tarterus are laid out like strings of huge crimson pearls, each pearl the size of a Prime Material world. The surfaces of these world-sized pearls vary according to the layer, yet all give off a dull, reddish glow from their soil, similar to the phosphorescence of fire beetles. The space between these worlds is filled with air, so that travelers can fly from world to world in relative safety. The six layers of Tarterus are Othrys, Cathrys, Minethys, Colothys, Porphyatys, and Agathys.

Hades: Hades, the plane of evil balanced between law and chaos, is one of the most accessible of the lower planes. Not only is it the midpoint of the Styx, which links the lower planes in a continuous river of evil, but it is also the foundation of Mount Olympus and the base of the Yggdrasil, the World Ash that reaches Gladsheim. The layers of Hades are referred to as its *glooms*. These are realms without joy or emotion, without hope or peace, and without good will or intentions. They are gray lands with a gray skies. Any colors but muted blacks and whites stand out here. There is neither sun, moon, stars, nor the comforting passing of the seasons. There is merely a state of waiting, with no end to the waiting in sight. The glooms of Hades are Oinos, Niflheim, and Pluton.

Gehenna: The fourfold furnaces of Gehenna are smoky, burning realms. The ground provides light, similar to the pearls of Tarterus, and heat as well. Many realms will burn creatures and cause unprotected flammable items to burst into flames. The layers of Gehenna are mountains without bases or peaks, and everything is built onto or carved into the sides of these mountains. The four layers of Gehenna are Khalas, Chamada, Mungoth, and Krangath.

The Nine Hells: Of all the outer planes, the Nine Hells best capture the imagination of travelers, the greed of treasure-seekers, and the battle-fury of paladins. It is a plane of evil organized to further its own malefic ends. It is dominated by the wretched baatezu set into a rigid caste system, and is home to a large number of other evil creatures, as well. Each of the nine layers of the hells are infinite, extending forever in all directions. The barriers between layers are always found at the lowest point of the upper level and at a very high point above the surface of the next layer down. The Nine Hells are the most typically infernal of the lower planes. The nine layers of the Hells are Avernus, Dis, Minauros, Phlegethos, Stygia, Malbolge, Maladomini, Caina, and Nessus.

Acheron: Acheron, with its iron-shod battle plains, is the most lawful of the evil planes, bridging the gap between the highly organized and evil Nine Hells and the ultimate organization of the clockwork disks of Nirvana. Acheron is divided into four layers, each layer stressing order over evil, the group over the individual. Each layer consists of huge blocks that drift together, join for a time, then part again. These blocks are the size of nations, yet when they collide there are no tremors. The layers of Acheron are Avalas, Thuldanan, Tintibulus, and Ocanthus.

Fiends

The lower planes are home to a foul and wholly evil race of creatures called fiends. They are manifestations of evil and malice, as angry and hateful as they are loathsome and unsightly. They are an ancient race, whose long, violent history of wars makes the existence of mankind seem but a brief flash of light in a great darkness.

Scholars and sages have discovered that there are at least four varieties of fiends, though there may, in fact, be more. Those known to mortal sages are the baatezu, tanar'ri, yugoloth, and gehreleth; each type is different, yet they share in their unholy pursuit of evil and hatred unbridled.

The Baatezu

The layers of the Nine Hells are gruesome places, smears of darkness into which shines no light; home to disgust and malice made animate and given breath. Housed within these nine infinite layers is a race of creatures so profane and loathsome as to be perfectly matched to their wicked environment. They are living corruption. They are hatred with great power. They are the baatezu.

The baatezu are an extremely lawful, hierarchial order of creatures native to the Nine Hells. As such, the baatezu are lawful evil to the extreme. Their own form of order and regularity is as important to them as the evil that they spread. They are very militaristic and have a rigid form of progression through the ranks. If a baatezu spends enough time in its current form and performs its tasks well, it will eventually be "promoted" to the next higher form of baatezu. Although this promotion usually means days of agonizing pain as the creature transforms into the next highest baatezu, the increase in status and power justifies the brutal means.

The baatezu have recently—in their immortal viewpoint—taken on a new task: that of 'welcoming' the lawful evil dead from the Prime Material plane to the Nine Hells. The essences of those dead take the form of either nupperibos (*q.v.*) or lemures (*q.v.*) and are considered to be the lowest form of existence in the Nine Hells.

Many of the lesser baatezu are often organized into vast armies, sometimes exceeding 100,000 baatezu in size. These armies are used to defend the Nine Hells and to wage war against the tanar'ri. Vast legions of baatezu will commonly assemble on one of the other lower planes and march forward into battle. Whether

these raids are to gain new territory or are waged just for the pleasure of the killing is unknown.

Baatezu also constantly plot against the Prime Material plane. The Dark Eight, a ruling group of pit fiends (q.v.), keeps close tabs on the Prime Material plane through the eyes of evil beings who come to them to gain power. If the baatezu can gain a foothold on the Prime Material plane they will hold a tremendous power advantage over the tanar'ri in their ancient Blood War (q.v.).

One of the great weaknesses of the baatezu is that they may never enter the Prime Material plane unless summoned there by a mortal. The baatezu, therefore, scheme against men in order to trick them into casting summoning magic.

The Tanar'ri

The tanar'ri are a race of creatures altogether different from the baatezu. They dwell upon the many layers of the Abyss. These creatures are an unholy combination of chaos and evil, though they share some common qualities with the baatezu: hatefulness and corruption.

The tanar'ri do not share the regimentation of the baatezu. They are disorganized and tend to fight amongst themselves as much as with others. Although their lack of discipline is a great liability in the Blood War, the tanar'ri have an advantage: sheer numbers. There are an uncountable, inestimable number of infinitely large layers to the Abyss—the numbers upon which the tanar'ri can draw are overwhelming. Impossible as it is to determine how many inhabitants dwell upon a planar layer that is infinite in size, there are easily 100 or more times as many tanar'ri as there are baatezu.

Like the baatezu, tanar'ri have come to 'welcome' the newest inhabitants of their plane: dead, evil mortals from the Prime Material plane. The newly dead that take the form of manes (q.v.) are lowly and tormented. Unfortunately for the tanar'ri, they destroy these enormous numbers of manes, through torment and bullying, almost as fast as they arrive in the Abyss, further hampering their war effort.

Codex of Mordenkainen Mordenkainen is a powerful mage from Oerth. He suggests that a day will come when the plotting of the baatezu will come to fruition and a gate will be opened into the Prime Material plane. The following writing is excerpted from the *Codex of Mordenkainen*:

Perhaps it was madness that compelled me to scry into the Abyss, or perhaps it was my ever growing hunger for knowledge. Both, I think, are equal curses.

When I caused my mighty crystal of scrying to open into the great Abyss, I saw a sight quite simply unfit for mortal eyes to view. The great writhing mass of torment and hatred that extended infinitely in all directions tore my soul asunder and caused me to weep.

And as I scryed I became aware of an ancient war, a war of death, a war of blood! And soon I looked upon a place where darkness coalesced into substance, where hatred was given life and breath. I saw a pillar of flame that extended up into the sky and it rose from a base of torment. And the dead of the Abyss lined the base and their wails brought horror to my heart. The pillar took on images of torture and corruption so vile that I could scarcely look upon it.

The Yugoloths

Because the baatezu and the tanar'ri cannot travel directly to each others' home planes, they clash in their mighty war in the planes of Tarterus, Hades, Gehenna, and Acheron. It is on these

planes that the yugoloths practice their ancient trade, for they occupy the middle ground between the tanar'ri and the baatezu.

Yugoloths, being neutral evil in alignment, are perhaps the purist of evil in the lower planes. They inhabit all four of the centralized planes of Tarterus, Hades, Gehenna, and Acheron. They act as mercenaries for the tanar'ri and the baatezu, fighting for whichever side can offer them the most power. They will also gleefully betray either side if the price is right.

The yugoloths have been hiring themselves out to each side in the Blood War for as long as the conflict has been waged. Like the battle for the Prime Material plane, the tanar'ri and the baatezu each try to offer more and more power to the yugoloths to entice them to sway to their cause. To gain the cooperation of the entire yugoloth race would give either side an overwhelming advantage in the outer planes. But the wholly evil yugoloths will never be permanently loyal to either side. As is said on the world of Krynn, evil turns in upon itself.

The evil dead from the Prime Material plane that are not sufficiently chaotic or lawful to pass into the Abyss or the Nine Hells end up in the various other planes in the form of larva (q.v.). The yugoloths also gain pleasure by tormenting those pathetic creatures.

The Gehreleths

Gehreleths are foul and hateful of all things. They are completely uncooperative with anything that lives. They will attack any nongehreleth that they encounter without reservation.

Among themselves, however, the gehreleths have a form of honor. They never attack their own. Gehreleth never fights gehreleth, with no exceptions. What spurs this loyalty is unknown, for certainly the vile nature of the creatures suggests that they are incapable of loyalty of any form.

If these horrid natives of the plane of Tarterus have any place in the scheme of lower planar matters or the Blood War, it is not readily apparent. They are, however, easiest to summon for the spell casters of the Prime Material plane. Perhaps some greater power created the gehreleths so that foolish mortal conjurers would be less likely to summon a baatezu or tanar'ri when they delved into such things.

Whatever their purpose, the gehreleths seem extremely cruel and violent even when compared to the likes of the baatezu and tanar'ri.

The Blood War

The entire span of the history of mankind is but a heartbeat when compared to eternity. It is smaller still when compared to the mighty Blood War that is fought between the baatezu and tanar'ri. For as long as there has been time, these mighty races have clashed with each other in a war of ultimate genocide and wholesale destruction. There can be no compromise in this war. Only total destruction of the enemy will end the Blood War. Such has it been since the creation of time.

Necromancers and sages have diligently studied the Blood War as a favored topic among such circles. Despite their efforts, it is difficult to learn of something that began so long ago—the origins of the Blood War are so remote as to be incomprehensible to even the most wise sages of the Prime Material plane.

The sages of Toril perhaps sum up the Blood War best. They tell of The One Who Remains Hidden who created the universe. Desiring perfect balance, he created three races of beings: those of good, those of neutrality, and those of evil. Of course, these original races subdivided still further into lesser races—splinters of evil were spread thinly among lesser evil races, but the greatest block of evil was split evenly between the tanar'ri and baatezu. Each possessed but half of a perfect sphere of evil, and each cov-

eted the other's half above all things. The Blood War rages over the sphere of evil that both sides desire but neither side can completely capture.

Actually, the Blood War may be regarded as the salvation of goodness. Were the two greatest teams of evil to quit their eternal struggle, joining forces in a wanton spread of their corruption, the champions of goodness would be hard pressed to stop them.

Whatever its origins, mankind plays but a small role in the great war. As far as either the baatezu or the tanar'ri are concerned, mankind merely exists to be dominated in order to provide a foothold in the endless war. It is possible that the Prime Material plane itself holds some sort of energy that would be valuable in the waging of the Blood War—mankind may be merely the innocent bystander in the efforts of the fiends.

Concerning the Blood War, Mordenkainen writes:

I prepared all as had been described in the ancient tomes. Every detail was checked a dozen times to insure it was correct, and then it was checked a dozen more times. When all was complete, I performed the act that caused me to pass into

a deep sleep in which I dreamed dreams of both history and prophesy. I learned of many things during that ritual, but of one thing did I learn much: the Blood War.

It was shown to me that the great evil of the two pits of darkness were engaged in a battle of infinity. They clashed together in endless energy and struggle and would likely continue to clash for ever and ever.

When I had seen this battle I shuddered and a great fear came over me. I was inclined to break the trance and leave my dream state. But then I viewed a frightening sight. A thousand times a thousand strands of unknown substance extended from infinity to infinity. They were coils of time and written upon them were the histories of all deeds and places. They passed through all things in their way and tied all things together. And when I saw that the strand that spoke of the Blood War passed through the lower planes and then directly through the heart of mankind, I truly knew fear.

Whereas Gehenna, Hades, and the Nine Hells are populated by fell beasts as terrible and evil as their planes, the upper planes are home to powerful beings of goodness and light. The stewards that attend the needs of these good entities are called the aasimon. They are powerful and dangerous creatures, but are tempered by kindness and compassion. Though they dwell primarily in the outer planes, very far removed from the affairs of mankind, aasimon are often called upon by those they serve to intervene in mortal causes to support the causes of goodness there.

Combat: Aasimon do not take full damage from all attack forms. They take the listed damage from the following attack forms:

Attack Form	Damage
acid	half
cold	half
electricity (lightning)	half
fire (dragon, magical)	full
gas (poisonous, etc.)	none
iron weapon	full*
magic missile	full
poison	none
silver weapon	full*

* unless unaffected by nonmagical weapons, in which case damage is none.

All aasimon have the following spell-like powers that they can use one per round at will:

- *aid*
- *augury*
- *change self*
- *comprehend languages*
- *cure serious wounds*, 3 times per day
- *detect evil*
- *detect magic*
- *know alignment*
- *read magic*
- *teleport without error*

All aasimon are able to travel freely throughout the upper planes, going from one to the other at will. They may enter the Astral and onto the Prime Material plane at the request of a greater power. If specifically sent on a mission from a power they serve, aasimon may enter the lower planes, but rarely will for the servants of goodness and light have no place in the dark emptiness of those pits of evil.

When dwelling in the Prime Material plane, aasimon have a special power specifically for dealing with mortals called *celestial reverence*. This power may only be used if the aasimon is in his normal, unaltered form. Whenever entering the presence of one or more mortals on the Prime Material plane, the aasimon may invoke *celestial reverence* in which case there is a momentary, blinding flash of light that catches the attention of all mortals in sight of it. Anyone viewing this spectacle must immediately make a saving throw vs. paralyzation. Any person of good alignment who fails his saving throw will be struck by a strong love for the aasimon and a need to protect it. Anyone of evil or neutral alignment that fails his saving throw will suddenly fear the great power of the aasimon and will not attack. If the evil creature is less than 8 hit dice and they fail their save, they will flee the area immediately. This ability is always available to any aasimon, but they will rarely use it. Goodness dictates that the aasimon not use their powers to manipulate others if it can at all help it.

The aasimon's *detect evil* ability goes beyond the spell of the same name. If within 100 feet of a source of evil (strongly aligned

individual, powerful evil magical item, etc.) the aasimon will automatically detect it. The direction, strength, and general nature of the source will be instantly known. If an aasimon gazes directly into eyes of an evil being, it will know the name, nature, and background of that being. This power always functions and does not require the aasimon to concentrate in order to use it.

Although the aasimon do not share the power that many other outer planar creatures have to *gate* in others of their kind, they can send out a form of distress call that other good powers can sense. If an aasimon does this, the closest enchanted good beings will immediately come to the rescue. Ki-rin, unicorns, and metallic dragons are examples of some of the beings that might answer this distress call and come to an aasimon's aid. Obviously, this ability does not create good beings, so if there are no good creatures in the area or none that can get to the right plane, none will arrive to assist.

Worshippers of a good power from the upper planes that is of the utmost faith and of great power are 20% likely to attract the attention of one of these servants if they are in dire need. This chance should be modified if the worshipper is performing a mission for his or her church.

Habitat/Society: There are six varieties of aasimon, divided into two groups: warriors and celestial stewards. They are divided as follows:

Warrior	Celestial Steward
agathinon	astral deva
	monadic deva
	movanic deva
	planetary
	solar

Warriors: The warrior aasimon are the fighting force of upper planes. They are often called upon to defend the borders of their respective planes against intruders. It is worth noting that the evil inhabitants of the lower planes are not the primary enemies of the warrior aasimon. The fiends of the lowest planes are unable to travel to the upper planes except by powerful magical means, so such forays are rare. Interestingly, it is more often the beasts found in the middle planes who invade the realms of the aasimon. Seeking easy prey among the good creatures of the upper planes, these raiders very often feel the wrath of the mighty aasimon warriors.

As often as not, however, aasimon warriors are pitted against each other in seemingly endless cycles of "holy" wars. Gathering a vast host of agathinon warriors and whipping them into fundamentalist fervor, one pantheon will wage devastating campaigns against another, slaughtering thousands, even millions in the name of its particular brand of goodness. In these lamentable circumstances, agathinon can be found fighting agathinon. It is interesting to note that, despite their goodness, aasimon can hold a grudge for a very long time—bad feelings still exist between pantheons over holy wars thousands of years in the past.

Celestial Stewards: The mightiest and most just of the aasimon are the celestial stewards. They are the direct servants of the powers found in the upper planes. Although similar to each other, each steward has a particular role to play in the affairs of the upper planes. Some are messengers, some render aid to mortal followers, while still others act as scouts.

All aasimon, whatever their primary duties, are of good alignment. This, perhaps, is their most character building quality. They will neither lie, cheat, attack needlessly, nor steal. They are impeccably honorable in all their dealings. In this, unfortunately, they can sometimes be predictable or even manipulated.

CLIMATE/TERRAIN:	Upper planes or prime
FREQUENCY:	Uncommon (upper) or very rare (prime)
ORGANIZATION:	Army (upper) or solitary (prime)
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Incidental
ALIGNMENT:	Neutral good
NO. APPEARING:	50-100 (upper) or 1 (prime)
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1 (weapon) or special
DAMAGE/ATTACK:	weapon or special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
SIZE:	See below
MORALE:	Elite (13-14)
XP VALUE:	30,500

Agathinon are the only aasimon warriors of the upper planes. They will only appear in their natural form when on one of the upper planes. There they will look much like an elf with opalescent, luminous skin and eyes that actually shine. When not on the upper planes, an agathinon will assume the form of some other creature or object at will. Male and female agathinon are of equal size and power.

Combat: When in human form, an agathinon is likely to use non-edged weapons (sling, mace, etc.) and will have the spell ability of a 7th-level cleric with an 18 wisdom.

Agathinon will never attack in their natural form. At the slightest sign of danger, they will assume another form. They gain great benefit from this because they will possess all attack forms and spell-like powers of the form they assume, though they retain their original hit points, THAC0, intelligence, etc. For example, if an agathinon assumes the form of an old bronze dragon, he will have two claw attacks (for 1-8 each), a bite (for 4-14), snatch, kick, wing buffet, and tail slap. It will also have the powerful breath weapon and spell-like powers of the dragon. It will not, however have 18 hit dice, but rather its own 8 hit dice.

On rare occasions, an agthion will assume the form of an inanimate object of magical nature, usually to be carried by some other being. This might be a magical lamp, a magical sword, necklace, or even something as unpretentious as a vase or glass vial, as the agathinon chooses. When in this form, the agathinon confers all powers of the object to its possessor plus several other benefits: the ability to cast 1st level priest spells from any sphere at will, and the ability for the individual to turn undead as if he or she were a 7th-level priest. Agathinon will never confer abilities to evil individuals. In fact, any evil person touching the item will receive 1-12 hit points of damage with no save allowed. Neutrals may receive benefits from the item only if their current mission or actions serve the needs of the agathinon.

All agathinon have the ability to become ethereal at will, and speak any language using their powerful telepathic ability. They are struck only by +1 or better magical weapons, and save as 14th-level priests regardless of the form they assume. All agathinons are immune to the following: life-level draining spells and powers, death spells, *disintegration*, and energy from the positive material plane.



In addition to the spell-like abilities available to all aasimon, agathinon may use the following spell-like abilities, at will, once per round:

- *clairaudience*
- *clairvoyance*
- *ESP*
- *hold person*

The level of magic for these powers is equal to the agathinon's hit dice.

Habitat/Society: Agathinon have a special place in the upper planes. First and foremost they are warriors. They form the elite troops of the celestial armies (see *einheriar*) and are often found in its vanguard. When in groups that can be as much as 100 strong, agathinon will most often fight in human form. But sometimes, in special circumstances, they will assume the form of some powerful creatures such as pegasi or dragons to do battle. Regardless of the form they assume, the agathinon are fearless warriors that will often defend their cause to the death.

Beyond combat, agathinon serve another important function. They are sent to the Prime Material plane in order to aid mortals in their confrontations with evil. These instructions will likely come down from one of the celestial stewards or, in the case of mortals of extreme courage and importance, from one of the powers of the upper planes themselves.

When agathinon go to the Prime Material plane to aid mortals, they always go alone. They are 60% likely to assume human form, 30% likely to assume the form of some other creature, and only 10% of the time, agathinon take the form of an inanimate object (magical sword, amulet, etc.).

Ecology: Agathinon are very unusual in their true form. They appear much like elves and tend to be very serious about their causes and very serious about combat. Their personalities tend to be somewhat stern and unyielding. In any event, agathinon are very devoted beings, and are unswerving in their constant pursuit of what is right.

	Astral	Monadic	Movanic
CLIMATE/TERRAIN:	Upper planes	Upper planes	Upper planes
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Genius (17-18)	Genius (17-18)	Genius (17-18)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Any good	Any good	Any good
NO. APPEARING:	1 or 1-3	1 or 1-3	1 or 1-3
ARMOR CLASS:	-5	-3	-1
MOVEMENT:	24, Fl 48 (B)	15, Fl 36 (B)	12, Fl 30 (B)
HIT DICE:	12	10	8
THAC0:	9	11	13
NO. OF ATTACKS:	2	2	2
DAMAGE/ATTACK:	3-18/3-18	3-12/3-12 +8 (strength bonus)	By weapon type
SPECIAL ATTACKS:	Disruption	Smiting	See below
SPECIAL DEFENSES:	Spell immunity, protection, never surprised, +2 or better weapons to hit	Spell immunity, protection, +1 or better weapons to hit	Parry, protection, never surprised, regeneration, +1 or better weapons to hit
MAGIC RESISTANCE:	70%	60%	40%
SIZE:	M (7' tall)	M (6' tall)	M (6' tall)
MORALE:	Fearless (19-20)	Fearless (19-20)	Fearless (19-20)
XP VALUE:	60,000	52,500	78,500



The race of devas inhabit the upper outer planes, those supporting good alignment: the Seven Heavens, Arcadia, Twin Paradises, Elysium, Beastlands, Olympus, and Gladsheim. They are servants and messengers of the deities and powers of those planes. All devas appear as extremely beautiful male humans with large, feathery wings fanning gracefully from their backs. Regardless of the variety, they are stunningly handsome to behold, seemingly flawless in their appearance.

Combat: Although they are servants of goodness, devas often find themselves in positions where they must deliver their messages of good by the points of their swords, figuratively speaking. They are, therefore, devastatingly powerful warriors able to take the battle to the very doorstep of the evil that they oppose.

In addition to those available to all aasimon, all devas can perform the following spell-like powers, one at a time:

- cure disease, 3 times per day
- cure light wounds, 7 times per day
- detect lie
- detect snares & pits, 7 times per day
- dispel magic, 7 times per day
- heal, 1 time per day
- infravision
- invisibility, 10' radius
- light
- polymorph self
- protection from evil
- remove curse
- remove fear
- tongues

Devas are not affected by cold, electrical, *magic missile*, petrification, poison, normal fire-based, or any gas attack spells. Except for monadic devas, who are not affected by fire of any type, devas take half damage from dragon and magical fire attacks. They take full damage from acid attacks. All devas are immune to attacks from nonmagical weapons.

Habitat/Society: Devas are the cornerstone of the forces of goodness. They are the powerful and trusted vanguard of the upper planes. Each of the three varieties of devas has a different task to perform in the scheme of the upper planes.

Devas are employed differently by the powers of the upper planes according to their type. The most common missions for each type are listed below. Although each variety of deva is employed differently, they are all equal in status with no rivalry between types.

Ecology: Little is known about deva ecology. They exist naturally in just about all of the upper planes where they live in perfect harmony with other beings around them.

Because the remnants of their material form disappears immediately upon their deaths, none has ever been examined.

Devas are known to have a close relationship with the other aasimon, particularly the planetars with which they often interact. In times of great need, a planetary will lead a group of devas to perform some mission for a good power.

Astral Deva

Astral devas have golden tan skin, amber eyes, and fair hair.

Combat: Astral devas are extremely agile and supple, seeming to move with inhuman quickness. They carry a mace-like weapon that has a +3 magical bonus on all attack rolls. It does a devastating 3-18 points of damage per successful attack. Any creature struck twice in the same round by the weapon must make a saving throw vs. spells or be knocked senseless for 1-12 melee rounds. The weapon has all the special abilities of a *mace of disruption*.

In addition to those already available to all aasimon and devas, astral devas have the following spell-like powers that they can use one at a time, once per turn or melee round, as applicable:

- *blade barrier*, 1 time per day
- *detect invisibility*

Astral devas are never surprised. They are not harmed by a total vacuum. They are immune to level loss, whether undead or magical. Their souls cannot be entrapped or imprisoned. They are immune to death spells. Astral devas have a charisma of 20.

Habitat/Society: Whenever matters in the lower planes require the attention of the powers of good, astral devas are employed. These powerful warriors have both the strength and purity for just such missions. They can pass into any of the lower planes at will bringing the force of their justice to the heart of evil.

Astral devas possess another ability that will allow them to perform their missions. If directly commanded by the power that they serve, an astral deva can pass into any layer of any of the lower planes without passing through the higher layers.

Astral devas also commonly travel through the Astral plane, performing any needed tasks there. They are commonly sent to rescue good aligned mortals that have become lost or stranded in the Astral plane.

Monadic Deva

Monadic devas have dark brown skin, jet black hair, and piercing green eyes.

Combat: Unlike the astral deva, monadics are of strong, bulky build and rely more upon their great strength than on speed and agility. For all attacks, a monadic deva should be considered to have a strength of 20 (+8 damage adjustment). These strong stewards of the gods carry a great metal rod that is enchanted to give an additional +3 on all attack and damage rolls. This weapon has all properties of a *rod of smiting*. These powers can never be employed by anyone save the monadic deva that owns the weapon and it will never run out of charges. If a solid creature (for example, one made of stone) or a metal-armored opponent is struck, the target will suffer an additional 1-8 points of damage per hit.

Monadic devas can use all common powers shared by devas. The light they shed can extend from 3-30 feet as desired. The *protection from evil* sphere is half power (+1) but of a 15-foot radius. Monadic devas have the following additional abilities:

- *hold monster*
- *mirror image*

Monadic devas are immune to life level loss from magic or undead. They are not affected by death magic of any type. Their charisma is 19.

Habitat/Society: On rare occasions, a power from the upper planes will have need of a servant to go to one of the elemental or para-elemental planes. When this need arises, monadic devas are used. Monadics are able to pass into any of the elemental planes at will. They can survive in any of the elemental planes without ill effect.

Monadic devas also have the power similar to *charm person* that can be used on elementals. The spell-like power has all the functions and qualities of the wizard spell *charm person* but will work only on elementals. The power can be used one time per round with no limit to the number of times per day it can be employed.

Movanic Deva

Movanic devas are milky white with silvery hair and eyes.

Combat: Much like their Astral counterparts, the movanic deva is slender in appearance and exceedingly agile in movement. These powerful warriors of good can never be surprised. Although they are often seen carrying a variety of weapons, the most often employ a great two-handed sword with which they can attack twice per melee round. The great enchanted blade is, in all respects, equal to a *sword*, +1 *flame tongue*. It does damage equal to a two-handed sword (1d10 to S or M, 3d6 to L) with each hit. If a movanic deva forfeits one or both of its attacks, it can parry one strike per attack forfeited. The parry is automatically successful and requires no die roll. The parry can be used against magical attacks, even spells that would normally always hit (e.g. *magic missile*).

Movantics, in addition to the powers and abilities common to all aasimon and devas, may use any wizard spell of the invocation/evocation school, at will, once per day. They may also use the following spell-like powers, once per round, at will:

- *anti-magic shell*
- *protection from normal missiles*
- *spell turning*

When on a mission of great importance for a power of good and when all other options for survival are spent, these dedicated servants may call upon the aid of a mighty planetary (q.v.). There is a 30% chance that a planetary will come to the deva's rescue.

The movanic deva is surrounded by a powerful protection that acts as a double strength *protection from evil* and causes the deva to be immune to attacks from all but +2 or better magical weapons. They regenerate 2 hit points per melee round.

Habitat/Society: Movanic devas are perhaps the most privileged of all the devas, for they are sent to the Prime Material plane where they often directly aid the mortal followers of the good deities. They will normally only do this in moments of dire need and usually only for the more prominent or powerful mortals.

Of course, movanic devas are able to pass directly into the Prime Material plane at will. They will rarely appear in their natural form, but will most likely *polymorph* themselves into a person or animal. Sometimes, however, the shock value of their natural form will serve their needs better.

CLIMATE/TERRAIN:	Upper planes or prime
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Any good
NO. APPEARING:	1
ARMOR CLASS:	-10
MOVEMENT:	Fl 48 (A)
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-12
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Spell immunity, never surprised, +2 or better weapons to hit
MAGIC RESISTANCE:	50%
SIZE:	S (variable composition)
MORALE:	Fearless (19-20)
XP VALUE:	35,000

Lights are beings of energy that inhabit the upper planes. They appear to be swirling mists of light that seem to shift their shapes constantly. By looking deep into a light one can observe its interior, a chaotic rainbow of colors that changes as rapidly and randomly as the shape of the being.

Combat: Lights are champions of good and will readily engage in combat with evil creatures. By coming into contact with an evil creature, a light can make an energy attack that will inflict 1-12 points of damage per hit. This attack will not affect beings of good alignment. Because the attack is a form of energy, non-magical protection is not considered when determining the armor class of a light's opponent. Any magical protection, including magical armor, is considered, but only the "pluses" of the armor offer protection. For example, if a light is attacking a man in *plate mail*, +3, his effective armor class would be 7 (for the +3) rather than the standard 10. *Bracers of defense*, AC 4 would remain AC 4.

Lights also possess the following spell-like abilities that they can use once per round, on at a time, at will:

- *protection from evil*, always active
- *dispel evil*, 3 times per day
- *continual light*, 7 times per day
- *light*
- *bless*
- *hold person*, 7 times per day

These are, of course, in addition to the spell-like abilities common to all aasimon.

Lights are immune to all *charm*, *beguiling*, *geas*, *quest*, *sleep*, and other mind-affecting spells, trapping spells, and death magic. They are never surprised in combat and are damaged only by +2 or better magical weapons. No good creature can ever attack a light (they are simply unable to do so without a radical and immediate change of alignment) and neutrals must make a saving throw vs. paralyzation every round they wish to attack or miss.



If sorely pressed, a light can attempt to *gate* in an agathinon. This may only be attempted one time per day and there is a 50% chance of success.

Lights may only be destroyed on their home plane. If they are reduced to zero or lower hit points elsewhere, they will dissipate and reform in one month.

Habitat/Society: Lights are created by the powers and deities of the upper planes in order to serve as familiars for good-aligned, high-level worshippers. They can, on extremely rare occasions, be granted as companions on quests for a very limited duration.

The process of requesting a light is simple. First, the worshipper must fast for three days and nights, meditating in total solitude. When the fasting is over, the worshipper then bathes himself in a tub of holy water. The bath complete, the worshipper then casts the spell *find familiar* (or has someone else cast it in the case of nonwizards). If everything is done properly and the subject is worthy, there is a 10% chance (+1% per level above 12th) of the light being granted. Paladins about to place themselves at peril in the name of goodness often call for the assistance of a light and, if successful, becomes a tremendous force against evil.

There are less than 1,000 lights in existence, and therefore one will never stay with a single master for life. Rather, the light will accompany a master on a single mission and then leave when the mission is over. If the subject already has a familiar, the light will not interfere with that relationship whatsoever.

Ecology: Lights are pure energy and feed from energy supplied from their plane of origin. They are even believed, by some, to be the substance of good fashioned into a physical form.

CLIMATE/TERRAIN:	Upper planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	None
ALIGNMENT:	Any good
NO. APPEARING:	1
ARMOR CLASS:	-7
MOVEMENT:	15, Fl 48 (B)
HIT DICE:	14
THACO:	7 (+6 strength and weapon bonus)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-10 +10 (strength and magical bonus)
SPECIAL ATTACKS:	Vorpai weapon, plus special
SPECIAL DEFENSES:	Never surprised, regeneration
MAGIC RESISTANCE:	75%
SIZE:	L (8' tall)
MORALE:	Fearless (19-20)
XP VALUE:	143,500

Planetars are powerful spirits that directly serve the deities and powers of the upper planes. They appear as tall, powerful humanoids with smooth, emerald skin. Their heads are hairless and their eyes are a penetrating bright blue. Planetars have great white feathered wings that protrude from their backs. Their overall appearance is one of strength and confidence.

Combat: Planetars carry great two-handed swords that only their kind can wield. These huge weapons have all the power and severing abilities of a *vorpai sword*. Planetars most often use this weapon, attacking three times per melee round with it. In addition to his sword's magical attack adjustment of +3, a planatar has a damage bonus of +7 due to his great strength (19), giving it a total of +3 attack adjustment and +10 damage adjustment.

Planetars have the spell ability of a 7th-level priests (wisdom equal to 21) with major access to all spheres. In addition to those available to aasimon in general, planetars may also use the following spell-like abilities that can be used one at a time, once per round, at will:

- *animate object*
- *blade barrier*, 3 times per day
- *commune*
- *control weather*, 1 time per day
- *cure blindness or deafness*
- *cure disease*
- *detect invisibility*, *lie*, and *snares & pits*, always active
- *dispel magic*
- *earthquake*, 1 time per day
- *feeblemind*, 1 time per day
- *fire storm*, 1 time per day
- *flame strike*, 3 times per day
- *heal*
- *holy word*, 1 time per day
- *improved invisibility* up to 10' radius
- *insect plague*, 1 time per day
- *limited wish*, 1 time per day
- *polymorph any object*
- *protection from evil*, up to 40' radius, always active
- *raise dead*, 3 times per day
- *remove curse and fear*



- *resist cold*
- *restoration*, 1 time per day
- *shape change*, 1 time per day
- *speak with dead*
- *symbol*, any, 1 time per day
- *true seeing*, always active
- *weather summoning*, 1 time per day
- *wind walk*, 7 times per day

Planetars automatically detect illusions. Planetars can communicate with any creature with a powerful telepathy that functions with a 100' range.

Planetars take half damage from magical fire. They take full damage from acid attacks. All planetars are immune to attacks from nonmagical weapons and magical weapons of +3 or lesser enchantment. Planetars are not affected by cold, electrical, *magic missile*, petrification, poison, normal fire-based, or any gas attack spells. They are immune to any life level loss. They are immune to *charm*, *confusion*, *domination*, and *feeblemind* spells. Their souls cannot be affected by *imprisonment* or *trap the soul* spells. Planetars are immune to *death spells*.

Planetars are never surprised. They regenerate four hit points per melee round. Unless encountered on the upper outer planes, only the material form of a planatar can be harmed. The being's life force returns to its home plane to become corporeal again; this process requires four decades.

Habitat/Society: Planetars will typically come to the aid of only the most powerful mortal servants of good. As a general rule, characters serving a good deity or power that are at least 12th level and on a mission directly related to that deity or power will have a chance of gaining the attention of a planatar. There is a base 5% chance of this, plus 1% per level above 12th. This chance should be modified by the DM for each circumstance.

Ecology: Like all other aasimon, planetars are corporeal life entities that exist outside of any ecosystem.

CLIMATE/TERRAIN:	Upper planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	Nil
ALIGNMENT:	Any good

NO. APPEARING:	1
ARMOR CLASS:	-10
MOVEMENT:	18, Fl 48 (B)
HIT DICE:	177 hp
THAC0:	5 (+5 weapon bonus)
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	2-20 +16
SPECIAL ATTACKS:	Vorpal severing, arrows of slaying
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	85%
SIZE:	L (9' tall)
MORALE:	Fearless (19-20)
XP VALUE:	225,000

Solars are the most powerful of the aasimon and the greatest of the celestial stewards. They appear to be very large humans with beautiful and muscular bodies. Their skin and hair take on metallic coloration. Their eyes are a brilliant topaz. A solar's voice is deep and commanding, impossible to ignore.

Combat: Each solar fights with a mighty sword that only it can wield. The weapon acts as a *sword* +5 and has all the properties of a *sword of dancing* and a *vorpal sword*. A solar can attack with his sword four times per melee round, and does a base of 2-20 points of damage per hit.

Solars also use an enormous composite bow with a magical quiver that produces any *arrow of slaying* that the solar desires. Each bow attack has a +2 attack adjustment and will slay any target it hits.

A solar has spells as if he were a 15th-level priest with major access to all spheres. Also, in addition to the powers available to aasimon in general, solars have the following spell-like powers that can be used one at a time, one per round, at will:

- *animate object*, 3 times per day
- *antipathy-sympathy*, 3 times per day
- *astral spell*, 1 time per day
- *commune*
- *confusion*, 3 times per day
- *control weather*
- *creeping doom*, 1 time per day
- *dispel evil and magic*
- *Drawmij's instant summons*
- *earthquake*, 3 times per day
- *finger of death*, 1 time per day
- *fire storm*, 1 time per day
- *heal*
- *holy word*, 3 times per day
- *imprisonment*, 1 time per day
- *improved invisibility*
- *infravision*, 24', always active
- *mass charm*, 3 times per day
- *permanency*, 3 times per day
- *polymorph any object or self*, 1 time per day
- *power word*, any variety, 1 time per day
- *prismatic spray*, 1 time per day



- *restoration*, 1 time per day
- *resurrection*, 3 times per day
- *shape change*, 3 times per day
- *symbol*, any variety, 3 times per day
- *vanish*, 3 times per day
- *vision*, 1 time per day
- *wind walk*, 7 times per day
- *wish*, 1 time per day

Each solar can cast a *protection from evil* of 70' radius. This sphere can also serve as *protection from normal missiles* and a *minor globe of invulnerability* if the solar desires. Solars can use any of the *detect* spells, at will. When laying hands upon a creature, a solar can bestow the ability to survive in any environment for up to 100 years. Their charisma is 24.

Lawful good solars can summon 1-2 ki-rin; neutral good solars can summon 1-2 phoenix; and chaotic good solars can summon 1-2 greater titans. Solars can perform the summons three times per day with a 75% chance of success per summons. They may also *gate* in 1 planar or 1-4 devas, the option resting with the solar.

Solars are not affected by cold, electrical, *magic missile*, petrification, poison, or any gas attack spells. They take no damage from acid attacks. Solars are immune to attacks from nonmagical weapons or magical weapons of +4 or lesser enchantment. They are never surprised. They are immune to life level loss from undead or magic. They are immune to *charm*, *confusion*, *death spell*, *domination*, *feeblemind*, *hold*, *imprisonment*, and *trap the soul* spells. They regenerate at a rate of 7 hit points per melee round. Unless on their home plane, only the material form of a solar can be destroyed. Their spirit requires seven decades to reform.

Habitat/Society: Solars are absolutely the most powerful servants of the good deities and powers of the upper planes.

Ecology: Solars are powerful enough to be deities themselves, but choose not to have worshippers.

CLIMATE/TERRAIN:	Twin Paradises (Shurrock)
FREQUENCY:	Uncommon
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	None (see below)
INTELLIGENCE:	High (13-14)
TREASURE:	Z
ALIGNMENT:	Chaotic good
NO. APPEARING:	2-8
ARMOR CLASS:	6
MOVEMENT:	Fl 36 (A)
HIT DICE:	5+1
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6/1-6
SPECIAL ATTACKS:	Shocking hug
SPECIAL DEFENSES:	Missile deflection
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (11-12)
XP VALUE:	975

Air sentinels are beneficial spirits that reside on the Twin Paradise layer of Shurrock. They appear much like the djinn from the Elemental Plane of Air. From the waist up they are strong, bald-headed humans with distinct features. The dominant males usually sport a moustache and goatee. They are quite fond of jewelry, often wearing necklaces, arm bracers, earrings, etc. From the waist down, air sentinels look very much like a small tornado or twisting cone of wind. They are jovial beings and will usually project a friendly expression and demeanor.

Combat: By nature, air sentinels are nonviolent and loathe to enter combat. Unless something important is at stake, they will usually escape from battle with their impressive flying speed.

If forced into combat, however, air sentinels will attack by means of a small electrical charge that they release from their hands. In appearance, these charges seem much like miniature lightning bolts. An air sentinel can fire two charges per round at one or two opponents. Each charge does 1-6 points of damage per hit. Because the charge is primarily electricity, metal armor is ignored when determining the target's armor class.

Air sentinels can also use a hug attack in combat if the need is sufficiently pressing. The sentinel attacks by wrapping both of its strong arms around an opponent (requiring only one attack roll) and then releasing a strong electrical attack. If the hug hits, the electricity will do 3-18 points of damage. Any being so damaged must make a system shock roll. If the roll fails, the being will fall unconscious for 1-8 melee rounds. Air sentinels will never kill anyone (even an evil being) who is unconscious. They would consider such an act barbaric.

Air sentinels also have a limited form of missile deflection. In any round, a sentinel can forfeit its attack and instead create a strong swirl of air around it. This air shield forces a -5 penalty on all missile attacks made against them. The air shield can be used three times per day and lasts for one round.

Habitat/Society: Air sentinels perform a vital duty on the layer of Shurrock. They act as protectors for weaker beings that have



found their way to the more robust layer of the Twin Paradises. Shurrock is rocked with booming thunder squalls and hard rains. Its weather and terrain are both hardy and challenging to any who go there. Many has been the time a mortal has traveled to Shurrock only to find himself in grave danger from the unexpected weather. Air sentinels police the layer for beings in danger. They will rescue the newcomers and carry them off to one of the many large and sheltered caves that exist on Shurrock.

The true origin of air sentinels is knowledge lost to the ages. They obviously bear an extremely close resemblance to djinn from the Elemental Plane of Air. Sages speculate that some deity or power from the Twin Paradises—having seen the need for some powerful being to protect the many visitors to Shurrock from its strong weather—made a pact with a group of djinn to travel to Shurrock and live there as guardians. Whatever deal was struck with those proud and noble air spirits is unknown, but surely it must have been a beneficial pact since the air sentinels have patrolled Shurrock for years uncounted.

Ecology: The air sentinels are constantly increasing their number by breeding prodigiously. They have a fiercely strong sense of family and honor, and in many ways resemble the djinn they most likely evolved from.

Due to their strength and agility—and, of course, to the generally good alignment of Shurrock—air sentinels have no natural enemies. They also appear to be, in a sense, immortal. Young sentinels will grow to an adult age and appear to get no older. But after a certain time (usually no more than 200 years) air sentinels will travel away, never to be seen or heard from again. Why this occurs and what happens to the air sentinels is unknown. Perhaps these proud, majestic beings simply pass into another state of being. Sages have no evidence one way or another.

	Cat Lord	Wolf Lord	Hawk Lord
CLIMATE/TERRAIN:	Beastlands	Beastlands	Beastlands
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Exceptional (15-16)	Exceptional (15-16)	Exceptional (15-16)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	Unique	Unique	Unique
ARMOR CLASS:	3	5	4
MOVEMENT:	21	15	12, Fl 24 (C)
HIT DICE:	122 hit points	122 hit points	122 hit points
THACO:	5	5	5
NO. OF ATTACKS:	See below	See below	See below
DAMAGE ATTACK:	See below	See below	See below
SPECIAL ATTACKS:	Magical weapons, rake, darts	Poison	Dive
SPECIAL DEFENSES:	Danger sense	Danger sense, immune to nonmagical weapons	Danger sense
MAGIC RESISTANCE:	50%	50%	50%
SIZE:	See below	See below	See below
MORALE:	Champion (15-16)	Champion (15-16)	Champion (15-16)
XP VALUE:	24,000	24,000	24,000



The three animal lords listed above are only examples of the many lords who live in the Beastlands, the plane also known as the Happy Hunting Grounds. For each variety of animal there is a corresponding animal lord. There is a fox lord, a bass lord, a mouse lord, a horse lord, and hundreds of other animal lords.

Animal lords can appear in two distinct forms: a human form and an animal form. In either form, each animal lord looks quite different. In humanoid form, they look much like a human man or woman but with subtle features of the animal in question. In

this form, they are of standard size, about 6 feet tall. In animal form, they look like the animal over which they exercise dominion. The tiger lord will look like a sleek, beautiful tiger, the badger lord will appear as a badger, etc.

Combat: Each of the animal lords has a unique style of combat depending on the animal over which they have dominion. Their propensity for combat differs with each lord, some being naturally more aggressive than others. The wolf lord is likely more assertive, if not more hostile, than the rabbit lord would be. As a general rule, specific animal lords tend to approach combat situations much the way their animal counterparts do—predators tend to attack whereas herbivores tend to flee, and so on. However, this is not always the case, as some animal lords see themselves as protectors of their subject creatures. The camel lord, for instance, tends to run with a herd, fighting ferociously when necessary to protect the flight of the camels. Attack forms vary as widely as attitude among the animal lords. Listed below are the combat abilities of the three animal lords detailed here. They provide excellent guidelines for the other lords.

All animal lords have a natural form of telepathy or ESP that they are always employing. It is, therefore, impossible to surprise or deceive one of these lords.

Animal lords also have a keen danger sense. Much like wild animals, the animal lords have a danger sense that borders on precognition. When in mortal danger, the lord will be 90% likely to have a "bad feeling" and 25% likely to know exactly what is about to happen.

All animal lords possess the following spell-like abilities:

- *anti-magic shell*, 3 times per day
- *charm person*, on any one person affectionate to the lord's animal
- *plane shift*
- *teleport*

Animal lords have immunity to all *charm* related spells including spells that compel the lord to do something (i.e. *geas*, etc.). They can summon 2-12 animals of the lord's type (three times per day, 100% success). They also have increased senses according to

the lord's animal. (For example, the hawk lord will have excellent eye-sight.)

Habitat/Society: While it would be incorrect to say that the animal lords are immoral, it would not be wrong to say they are amoral, especially when dealing with outside affairs. The animal lords care little for anything besides matters directly related to their business. They will conduct their day to day affairs related to the animal over which they hold dominion with little regard for the world around them.

That is not to say that the existence of the animal lords does not benefit other animals or people. If a person or other animal is in a lord's territory, the lord will often aid the creature to get rid of it rather than let it die. But in all other dealings, an animal lord can be brutal and seemingly uncaring. There is, as they say, no such thing as animal politics.

Cat Lord

The lord of cats, in his human form, looks like a dark haired, dark eyed human with a muscular, compact form. The one trait that separates him from other humans is his cat-like eyes with vertical pupils. In his cat form, he looks like a great black panther with fiery red eyes and a fiercely strong form.

Combat: When in human form, the cat lord wields a *long sword of wounding* with which he can attack twice per round. He also employs *darts*, +2 with which he gains an additional +3 to hit because of dexterity. He automatically has ten such darts at the beginning of any combat.

When in cat form, the cat lord attacks with two huge paws and a vicious bite. The claws each do 1-4 points of damage per hit and the bite does 1-10 points of damage per hit. If both front paws hit, the cat has the option of raking with its two back claws for an additional 1-4 points of damage per hit.

Habitat/Society: The cat lord tends to the affairs of felines both in the inner and outer planes. He will often be found in areas on the Prime Material plane where men are driving cats out of their natural habitat. He will also lead prides of cats out of danger by appearing and assuming leadership of the pride. While this often means killing the current leader of the pride, the lord sees this as a necessary evil for the good of the group.

Nonfelines will see the cat lord in different ways according to their disposition towards cats in general. To cat lovers, the cat lord will have a 22 charisma and seem very attractive. To those indifferent to the species, he will have an 18 charisma and seem like an interesting human. To those who dislike or even hate cats, the cat lord will have a 10 charisma and seem repulsive and intimidating.

The cat lord is viewed by some as being evil and by others as having good alignment. But neither is the truth, for the cat lord is not to be bothered by the affairs of men but rather is concerned with feline matters alone.

Wolf Lord

The lord of wolves appears more human than most other animal lords. His human form is that of a teenaged boy with sharp, lupine features. His face is intelligent and his eyes shine bright with life. In animal form, the wolf lord is great grey wolf that is often seen leading huge packs of other wolves.

Combat: In human form, the wolf lord is rather a weak fighter. He always prefers to transform into a wolf when entering combat. In human form the lord will wield a *dagger of venom* filled with poison (class E, injected, immediate, death/20). The dagger is so enchanted that when the wolf lord is wielding it, it will never run dry of poison.

In animal form, the wolf lord is a powerful foe. He attacks twice per round with a powerful bite that will inflict 2-12 points of damage per attack. The wolf lord is also immune to nonmagical weapons when in animal form.

Habitat/Society: The wolf lord is perhaps one of the most alarming of the lords. Even in his human form, this strange lord will maintain many of the characteristics of his animals. He is cunning and wily, and at times even brutal. As with all animal lords, this is not due to any evil inclination in him, but rather it is the character of wolves.

Hawk Lord

In human form, the hawk lord is a beautiful, independent looking woman with noble and charismatic features. She carries herself with an air of confidence and a demeanor that gently demands respect. In animal form, she is a large hawk with distinctive white markings and a tremendous wing span.

Combat: Of the three animal lords detailed here, the hawk lord is perhaps the weakest fighter while in human form. Her THAC0 is increased to a 20 when human and she does not have proficiency in any weapon. Her main form of attack is her ability to cast *charm person* on anyone she meets, as per the wizard spell. She can perform this ability seven times per day.

In animal form, however, she is more than an able combatant. She can use her tremendous claws and brutal beak in tandem to create an impressive attack. The claws will do 1-6 points of damage per hit and the beak will do 1-4 points of damage per hit. Her favored manner of attacking, however, is the plummeting dive she is able to perform, often from heights in excess of 100 feet! She may not attack with her beak when diving, but her claws will each be +2 on attack rolls and double all damage rolls.

Habitat/Society: The hawk lord is a noble being who, unlike most of the animal lords, finds pleasure in dealing with humans. She is often found in human form walking the lands of man and interfacing with those people.

The hawk lord is found most often dealing with the affairs of hawks everywhere. She is found frequently in the upper planes and the Prime Material plane. She will often appear when hawks are being driven out of their natural homeland and any other times when hawks are endangered or threatened.

Ecology: The spirits of the animal lords are immortal. In a sense, they are the gods to their respective animals. If an animal lord's form is killed, its essence will reappear in another of its animals, far away, perhaps even on another plane.

The primary driving force of the animal lords is nature. Their own will and the will of the individual is deferred to nature. Although the rabbit lord will seek vengeance upon man for destroying the homeland of rabbits, he will not shed a tear for a rabbit killed by natural predators. It is the way of nature and the will of the gods.

	Lantern	Hound	Warden	Sword	Tome
CLIMATE/TERRAIN:	Seven Heavens	Seven Heavens	Seven Heavens	Seven Heavens	Seven Heavens
FREQUENCY:	Common	Common	Uncommon	Rare	Very Rare
ORGANIZATION:	Group	Group	Group	Group	Group
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	None	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Average (8-10)	High (13-14)	Exceptional (15-16)	Genius (17-18)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Lawful good	Lawful good	Lawful good	Lawful good	Lawful good
NO. APPEARING:	3-18	1-6	1-6	1-6	1-3
ARMOR CLASS:	5	1	-1	-5	-5
MOVEMENT:	Fl 24 (A)	12	12	12, Fl 18 (C)	12, Fl 18 (C)
HIT DICE:	1/2	6	8	10	12
THACO:	20	15	13	11	9
NO. OF ATTACKS:	2	3 or 1	3	4	2
DAMAGE/ATTACK:	1-6/1-6	1-4/1-4/1-8 or by weapon	1-8/1-8/2-12	2-8/2-8/2-8/2-8	1-10/1-10
SPECIAL ATTACKS:	See below	See below	Bear hug, spell use	Dive, spell use	Spell use
SPECIAL DEFENSES:	+1 or better weapons to hit, never surprised	+1 or better weapons to hit, never surprised	+2 or better weapons to hit, never surprised	+2 or better weapons to hit, never surprised	+3 or better weapons to hit, never surprised
MAGIC RESISTANCE:	Nil	10%	20%	30%	40%
SIZE:	S (3' diameter)	M (6' tall)	L (8' tall)	L (8' tall)	L (8' tall)
MORALE:	Fanatic (17-18)	Fanatic (17-18)	Fanatic (17-18)	Fanatic (17-18)	Fanatic (17-18)
XP VALUE:	5,000	15,000	24,500	48,500	53,500



Archons are the primary inhabitants of the Seven Heavens. The five varieties of archon have wholly different appearances.

However strange and frightening their appearance, archons never seem evil. Rather, they appear as beings at peace with themselves and their environment.

Combat: As the most numerous inhabitants of the Seven Heavens, archons are often responsible for defending the plane against intruders. Archons, as peace loving beings, loathe to fight but will do so in defense of their home or other nonevil beings. Though not of a warlike nature, archons can appear quite fearsome and menacing when pressed.

All archons share the following spell-like abilities, useable once per round, at will:

- continual light
- infravision
- protection from evil, 10' radius, always active
- teleportation without error
- tongues

Archons are never surprised when in the Seven Heavens.

Other combat characteristics vary according to the type of archon in question, and are given below.

Lantern Archons

If, in fact, there is any real army in the Seven Heavens, the lantern archons would be its foot soldiers. Lantern archons appear much like softly glowing, yellow spheres of light about three feet in diameter. They are little more than globes of energy that carry out the will of the powers of the Seven Heavens. They are capable of shooting out rays of light that inflict 1-6 points of damage on a successful hit. They may fire two such rays per round out to 30 feet and ignore any range modifiers. This is their only attack form and they will use it against evil intruders and to defend themselves.

Lantern archons are also immune to attacks from nonmagical weapons. Because they have no substance, all magical weapons do but half damage to them.

Because lantern archons are the 'foot soldiers' of the Seven Heavens, they are often the first to encounter whatever trouble may enter that plane of law and good. There is always a hound

archon who is in mental contact with several lantern archons. If a lantern archon is engaged in combat or fleeing from danger, there is a 75% chance that the hound archon who is monitoring it will realize the danger and teleport to the area.

Lantern archons are the least powerful of the archons. They are the spirits of the newly dead and, when necessary, serve as the rank-and-file of the Seven Heavens. They are the primary foot soldiers of the plane's armies and there are known to be virtually countless numbers of these radiant servants.

The plane of Seven Heavens has little need for an army since most evil creatures cannot even access the plane. But occasionally some get through and then a war of defense is waged. Of greater threat are the evil and true neutrals that inhabit the middle planes. These beings are as treacherous as their whims make them and often have the ability to travel the upper and lower planes.

Hound Archons

The strange looking hound archons are responsible for greeting friendly guests to the Seven Heavens. Hound archons have humanoid forms with dog-like heads and powerful fists. They, like most archons, will rarely enter combat except to protect the plane, themselves, or one of their lantern archons. In combat they are capable of attacking with a weapon or a devastating array of natural attacks. They can strike with their two powerful fists causing 1-4 points of damage per hit and their bite causing 1-8 points of damage per hit. Hound archons tend to prefer their natural attacks instead of weapons.

The hound archons can also *shape change* into any type of dog or wolf, though not a lycanthrope. When in this form they receive all the benefits of the animal plus they maintain their spell-like abilities and special attacks. Hound archons are immune to attacks from nonmagical weapons.

With a responsibility as guardians for the lantern archons, the hound archons are frequently found wandering the lower layers of the Seven Heavens keeping a watchful eye over things. Each hound archon (there are believed to be at least 100,000 of them) has a symbiotic link with up to 100 lantern archons. It is through this link that word can rapidly be spread about the Seven Heavens when there is trouble. Once in combat on its home ground, a hound archon can expect 1-10 lantern archons to teleport to his assistance per round until all 100 have arrived on the scene.

Hound archons also have the job of greeting friendly guests upon their arrival to the Seven Heavens. The treatment the guests receive depends on the nature of their visit. Being a lawful society, the Seven Heavens aren't fond of 'unexpected surprises.'

Warden Archons

Warden archons look like large grizzly bears with human hands and clear, intelligent-looking eyes. Warden archons possess the powerful attack forms of a bear. Their human hands have the power and consistency of claws and each do 1-8 points of damage per hit. Their vicious bite is capable of 2-12 points of damage on a successful hit. If both of the hand attacks hit, the victim is entrapped in a mighty bear-hug and will take 1-10 points of damage per round from the hug. The archon's bite attack will be at a +4 bonus to hit the entrapped victim. In order to break free of a warden archon's bear-hug, a victim must make a successful *bend bars/lift gates* roll. Until free, a bear-hug victim may not use his arms to fight or to cast spells with somatic components.

Warden archons also have the ability to use certain wizard spells of the lesser/greater divination school and certain priest spells of the divination sphere. They may use any spells from that school and sphere that are 4th level or lower. They may cast any of these spells at will, but each spell can only be cast once per day. Spells are cast as if by an 8th level wizard or priest.

Warden archons are never surprised and are affected only by

+2 or better magical weapons.

Sages can only speculate on the true purpose of warden archons. To mortals, these curious creatures have neither rhyme nor reason to their existence. This would not be unusual in any society except the rigid lawful good of the Seven Heavens.

With their ability to cast divination spells, warden archons appear to be watchmen and observers in the Heavens. They often report their findings directly to one of the tome archons; which would seem unnecessary in light of the near omniscience of those beings.

Sword Archons

Sword archons appear as humanoids with large feathered wings instead of arms. If necessary, a sword archon can attack four times per round with its powerful bite. Each bite inflicts 2-8 points of damage. The sword archon may also perform a dive attack. It must dive at least 100 feet. Damage from a dive attack is 2-20 points. When diving, the AC of a sword archon is considered to be -8 for the round due to its great velocity. Sword archons may also cast spells as if they were 15th-level priests with major access to all spheres. Their spells require no verbal, somatic, or material component. They are merely cast at will. Sword archons are immune to all weapons save those of +2 or greater magical enchantment.

In addition to being the leaders of the hounds and wardens, the sword archons are messengers between powers and deities of the Seven Heavens. They fly from layer to layer of the Seven Heavens with great speed, delivering the very will of the deities found there. There are at least 1,000 of these archons known to exist.

Tome Archons

Tome archons are humanoids with arms and feathered wings protruding from their back; tome archons have very hawk-like heads. The aloof and dignified nature of the tome archon disguises an able combatant. The primary attack mode of tome archons is a ray of light that issues from their hands, never missing, inflicting 1-10 points of damage per ray. They can fire their light ray attack twice per round, at any targets in sight.

In addition to those available to all archons, tome archons have the following spell-like abilities:

- *ESP*, always active
- *know alignment*, always active
- *detect lie*, always active

These powerful champions of good are immune to damage from weapons that are not at least of +3 magical enchantment. They can cast spells (with major access to all spheres) and affect undead as if they were 20th-level priests. Spells may only be cast one every other round, and no spell more than twice in a day.

Remote and indifferent, the tome archons are the historians and record keepers of the Seven Heavens. They record all things that happen in the Heavens with passionless accuracy and total indifference.

There are only seven tome archons, one on each of the layers of the Seven Heavens. These fantastic creatures seem to have a near omniscience that extends to the infinite reaches of their layer, and they are aware of all things at once that occur on it.

These beings are the greatest of the archons and, among the servants of the deities, lesser in power only to the devas, planetars, and solars.

Habitat/Society: Archons are the primary inhabitants of the Seven Heavens, and as such, perform a number of roles. Although there is a distinct hierarchy among the varieties of archon, there is no rivalry or jealousy there. Each has its own role to fulfill and that is recognition enough for an archon.

The baatezu are the primary inhabitants of the Nine Hells. They are a strong, evil tempered race held together by equally strong organization. The baatezu live in a rigid caste system where authority is derived not only from power, but from station. And changes in station come, most often, from participation in the Blood War. If a baatezu performs a great feat that cripples the efforts of the tanar'ri, he is likely to be rewarded by being promoted to a higher station. But most often, promotion comes from the high attrition rate amongst the upper ranks.

In appearance, the baatezu are very diverse, though a gothic gargoyle-like look is somewhat common. They are grotesque and unsightly by human standards.

The goals of the baatezu—though seemingly one-tracked—run very deep. First and foremost, the baatezu wish to fulfill their ancient quest and destroy the tanar'ri, their blood enemies. But still, it should be noted, this is not merely a war of annihilation, but rather a definition of existence. Also, the baatezu have recently (by their immortal standards) noticed a small but interesting group of beings: mankind. The baatezu know that by infiltrating men and entering their world they will gain power over the tanar'ri. Toward this end they constantly strive to dominate the Prime Material plane and its natives. By convincing the men and women of the Prime Material plane that the baatezu have godlike powers, they hope to gain followers.

The baatezu are divided into greater, lesser, and least.

Greater baatezu	Lesser baatezu	Least baatezu
amnizu	abishai	nupperibo
cornugon	barbazu	spinagon
gelugon	erinyes	
pit fiend	hamatula	
	osyluth	

The lemures are so lowly, they don't even qualify as 'least' in the baatezu scheme. They are the very bottom baatezu in station.

Combat: All baatezu except for lemures, nupperibo, and spinagon are able to perform the following spell-like abilities, once per round, at will:

- *advanced illusion*
- *animate dead*
- *charm person*
- *infravision*
- *know alignment*, always active
- *suggestion*
- *teleport without error*

The baatezu are able to summon their fellows, as detailed in their individual descriptions. Because they have a special form of telepathy, baatezu are able to understand and converse with any intelligent creature.

Only least and lesser baatezu can be hit by nonmagical weapons. The other varieties of baatezu can be struck by magical weapons, or weapons of silver, but ordinary arms do them no harm. Baatezu are affected by the following attack forms:

Attack	Damage	Attack	Damage
acid	full	cold	half*
electricity (lightning)	full	fire (dragon, magical)	none*
gas (poisonous, etc.)	half	iron weapon	none†
magic missile	full	poison	none
silver weapon	full‡		

*the gelugon takes half damage from fire and none from cold.
†unless affected by normal weapons, in which case damage will be according to weapon type.

‡greater baatezu take only half damage from silver weapons.

Sigils: The baatezu can travel to any of the Nine Hells, any lower plane, or even the Astral plane. However, they cannot enter the Prime Material plane unless properly summoned. Least and lesser baatezu have a combination of sigils that, when inscribed and a gate spell cast, will bind them to service for nine days, keeping the creatures from harming the caster. The greater baatezu can likewise be commanded or kept at bay for nine hours.

Dominion in the Nine Hells: The baatezu follow a very rigid chain of command where the more powerful and high ranking creatures have control over larger numbers of lesser creatures. In addition to power, high station grants another advantage: freedom. Although every baatezu possesses the ability to travel to any of the layers of the Nine Hells, they dare not do so unless commanded by a superior. Only those individuals who are considered "commanders" can travel freely from layer to layer. The powerful pit fiends can, of course, go wherever they please.

Avernus: Because it is the topmost layer of the Nine Hells, this place is the most heavily guarded and populated with mass numbers of lesser baatezu. In this infinite stretch of rocky wasteland and great mountainous crags can be found vast armies of the lowly lemure. It is not uncommon for an army of 10,000 or more lemure to be lead by a nupperibo. Patrolling the emptiness of Avernus is an army of 1,000 barbazu lead by the pit fiend Bel. This force is sent to the scene of any sort of invasion or rebellion, such as when the tanar'ri have been bold enough to attempt an invasion of Avernus. Their token force has been quickly destroyed on each attempt, with Bel receiving great honors each time.

Middle Layers: The seven middle layers of the Nine Hells are generally considered equal in status. In these layers, the least and lesser baatezu comprise the armies and the greater baatezu form the commander core. Their primary purpose is to guard each layer from invasion and to mobilize against the tanar'ri. Also, it is not uncommon for a pit fiend ruler here to mobilize his army covertly against another ruler. As long as there is no trace of the act, then it is considered to have never happened.

Nessus: It is unknown if there are "baatezu lords" that have absolute rulership in the Nine Hells, but if there are, they surely rule from Nessus, the plane's ninth and deepest layer. Nessus is where the greatest number of the powerful pit fiends live. They are based out of Malsheem, a huge iron fortress in the "center" of Nessus. It is unknown if they are the lords of the keep or if they are but servants of some greater being.

Accession in the Nine Hells: The baatezu, with their evil, twisted sense of honor, have a definite path of progress. By performing deeds that further the cause of evil, one gains honors and station. By gaining honors and station, one gains additional power. It is this way that an enterprising spinagon might advance upward and become an abishai. Though the transmutation process from spinagon to abishai is long and torturous, it is a worthwhile sacrifice because of the potential for upward mobility. Often, too, a baatezu might "disappear," in which case its immediate subordinate would take its place in the chain of command. Covert assassination is quite common amongst the baatezu.

The Dark Eight: In the fortress of Malsheem on the layer of Nessus there meet eight of the most powerful pit fiends in the Nine Hells: Furgas, Baalzephon, Zimimar, Zapan, Zebos, Corin, Dagos, and Pearza. They meet four times per year to determine policy in the Nine Hells. It is said that to draw the attention of these eight powerful beings is to surely invite destruction upon one's self. All war decisions and attacks on the tanar'ri originate from this grim and evil council. Any promotions of particular baatezu are decided by these ominous lords. Strangely, these eight rulers have reigned for a great many years, seemingly not subject to the assassinations that are so common amongst the upper ranks.

CLIMATE/TERRAIN:	The Nine Hells
FREQUENCY:	Common
ORGANIZATION:	Horde
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	10-100
ARMOR CLASS:	7
MOVEMENT:	3
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Battle drive
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	See below
XP VALUE:	120

The lowliest denizens of the Nine Hells, lemures are grotesque, disfigured creatures. Their bodies are disgusting blobs of molten flesh, with a vaguely humanoid torso and head. Their faces are equally unrecognizable, with twisted, melted features, molded into permanent expressions of horrid anguish. Sometimes, lemures will display some slight vestige of the mortal being they were in life, be it some facial feature, nervous twitch, a small shred of clothing, etc. However, these fragments of their former lives become less and less apparent as the lemure undergoes its tortured, wretched existence as the weakest baatezu in the Nine Hells.

Lemures have no means of communicating, since they have no minds.

Combat: Lemures will relentlessly attack anything they encounter in the Nine Hells that is not another baatezu unless ordered otherwise. They attack regardless of the danger to themselves, and thus need never check morale.

In combat, they claw for 1-3 points of damage. Their main strength is in their large numbers. Often dozens of these beasts are encountered, making combat with them long and drawn out as the lemures attack in wave after wave until they either wear down more powerful opponents or are themselves destroyed.

Lemures regenerate one hit point per melee round. Any piece of a lemure, even its burnt ashes, will regenerate until the creature is whole again. The only way to permanently destroy lemures is with holy items (holy water, holy sword, etc.).

One particularly fearsome aspect of the lemures is called a *battle drive*. The battle drive is initiated by the higher baatezu leaders in desperate situations when the success of the battle is more important than the loss of great numbers of lemures. After all, the other baatezu do not care about the lives of the lemures. When the battle drive is used, a horde of lemures are formed into a wedge formation of up to 1,000 or more lemures! Then, on command from a superior, the lemures begin a slow march toward their goal or destination. As they arrive, the lemure are invariably cut down by the dozens. Oblivious to their impending destruction, the lemures march mindlessly to their destination,



attacking with a +2 to their attack rolls. Eventually, the sheer number of lemures prevail and the lowly lemures will take their target. It is not uncommon for them to see 70-90% casualties from a battle drive.

Lemures have no minds of their own, so they are immune to any mind-affecting spells such as *charm person* or *illusions*. They do not, however, have the spell-like abilities common to all baatezu.

Habitat/Society: Lemures are wretched creatures, forever tormented by the other baatezu. Their existence is both dismal and insignificant.

They are found in the first two layers of the Nine Hells, where they wander in large hordes, avoiding other baatezu and relentlessly attacking any intruders. On the rare occasions that the Nine Hells receives visitors, they are most often met by masses of roaming lemures. The lemures will mindlessly attack the intruders on sight. If alarmed, they will keep coming and coming, seemingly without end. Sages have no reason to believe that there is a finite number of lemures on the Nine Hells.

Ecology: Occasionally, when there is need, a lemure is selected to form a spinagon, a least baatezu. This is done randomly, and is not based on merit, although sometimes—purely for the pleasure of the baatezu involved—more than one lemure will be selected for such a promotion. On such occasions the mindless lemure are then pitted against each other in a brutal fight to the death for the sporting fun of the attending baatezu. The winners of such a fight are then either made into a spinagon or slaughtered outright, depending on their entertainment value. Lemures are occasionally chosen to form wraiths or spectres, as well. Other baatezu consider the lemures so lowly that they are without merit.

CLIMATE/TERRAIN:	The Nine Hells
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	V, Y
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-2
ARMOR CLASS:	-1
MOVEMENT:	6, Fl 15 (C)
HIT DICE:	9
THAC0:	11 (See below)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Energy channel, forget
SPECIAL DEFENSES:	+2 or better weapons to hit
MAGIC RESISTANCE:	50%
SIZE:	M (4' tall)
MORALE:	Elite (13-14)
XP VALUE:	32,500

The amnizu dwell primarily on Stygia, the fifth plane of the Nine Hells. They are often found on the upper layers of the Nine Hells, however, there to accomplish some unearthly mission.

The amnizu are rather gruesome and unseemly. They are short (about 4 feet in height) with elongated, bald heads. They have stubby legs and arms and large, leathery wings protruding from their backs. Amnizu have pug noses and large eyes. Their snarling mouths are filled with jagged, razor-sharp teeth.

Amnizu use telepathic communication.

Combat: The amnizu are greater baatezu and as such, prefer not to enter combat, but rather to leave that sort of thing to underlings. But if pressed into battle, the amnizu will prove able foes. Their touch alone is enough to cause 2-8 points of damage to any creature. Because this channeling of harmful energy precludes armor, the amnizu need only attack versus armor class 10 to cause damage. Any magical pluses of armor, shield, or protective device such as a *ring of protection*, will lower the "adjusted" armor class of the defender. Other magical items which give a base armor class are unaffected. For example, if an amnizu were attacking a foe wearing plate mail, it would only need to roll versus armor class 10 to hit. However, if the amnizu were attacking someone with *chain mail* +1 and *bracers of defense*, AC 4, it would need to attack versus armor class 3.

Because of the amnizu's close ties to the river Styx, their attacks also will have the affect of an extremely powerful *forget* spell, causing its opponent to forget one whole day's memory unless he saves vs. spells.

In addition to those available to all baatezu, an amnizu can use the following spell-like abilities, one per round, at will:

- *fireball*, 3 times per day
- *imprisonment*, 1 time per day

A *holy word* is required to drive an amnizu back to its own plane.

Amnizu can attempt to *gate* in the following: 2-20 abishai (50% chance, once per day) or 1-8 erinyes (30% chance, once per day).



Habitat/Society: The amnizu are greater baatezu, and as such enjoy a nobility of sorts. Although not of the same station as the mighty pit fiends, the amnizu are part of the ruling class of the Nine Hells.

Amnizu are extremely hateful of outsiders to the Nine Hells and even of those creatures native to that plane. They will follow orders not so much because of their nature, but because of their desire to advance and their fear of the pit fiends. It is a commonly known fact that the higher one advances in the Nine Hells, the more closely one is observed by the Dark Eight. Given the opportunity, however, amnizu will order their minions to attack anything that enters the domain that is under the control of the Dark Eight. It is possible that an amnizu would even attack a pit fiend given sufficient reason and if it thought it could do so without being suspected.

The amnizu serve many purposes. First and foremost, they are the guardians of the river Styx. The mighty river enters the Nine Hells through Stygia as well as Avernus. This is rightly seen as a weak point of defense for the Nine Hells. The amnizu are entrusted with the important task of keeping foolish individuals out of the Nine Hells. Second, they are generals. A single amnizu will typically command a great army of thousands of abishai and erinyes. To their own perverse ends as well as the protection of Stygia, the amnizu deploy their massive armies.

Ecology: The amnizu are given the important task of bringing new souls to the Nine Hells, and thus they are given their power of *imprisonment*. Mortal men and women traveling to the Nine Hells from the Prime Material plane for the purpose of combating evil are generally fodder for the amnizu.

CLIMATE/TERRAIN:	The Nine Hells
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	D, S
ALIGNMENT:	Lawful evil
NO. APPEARING:	1-4
ARMOR CLASS:	-2
MOVEMENT:	9, Fl 18 (C)
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	4 or 1 + weapon
DAMAGE/ATTACK:	1-4/1-4/2-5/1-3 or 1-3 + weapon +6 (strength bonus)
SPECIAL ATTACKS:	Fear, wounding, stun
SPECIAL DEFENSES:	Regeneration, +2 or better weapons to hit
MAGIC RESISTANCE:	50%
SIZE:	L (9' tall)
MORALE:	Elite (13-14)
XP VALUE:	36,500

Cornugons are very powerful amongst the greater baatezu. It is their lot to find service in the elite defense forces of the Nine Hells. In appearance they are frightening enough to fulfill that role. Fully 9 feet tall, these creatures are a only vaguely humanoid, covered with grotesque scales. Their huge wings and snaking, prehensile tail add to their frightening demeanor. In combat, they favor a large barbed whip, but often carry other, more gruesome weapons.

Cornugons communicate telepathically.

Combat: Cornugons are fearless fighters, rarely retreating from combat even in the face of overwhelming odds. They have 18/00 strength (+6 damage adjustment). The cornugon will always attack with its tail, lashing out for 1-3 points of damage, creating a wound that will continue to bleed for 1 hit point of damage per round until treated. In addition, they will either attack with claws and bite or with a weapon. Their large, barbed whip deals out 1-6 points of damage on a successful hit and the victim must make a saving throw vs. paralyzation, or be stunned for 1-4 melee rounds. Even unarmed, the beast is capable devastating attacks. It can attack with two claw attacks for 1-4 points of damage per hit and a bite for 2-5 points of damage per hit (plus its tail attack).

In addition to those available to all baatezu, cornugons can use any one of the following spell-like powers at will, once per round, at will:

- detect magic
- ESP
- lightning bolt, 3 times per day
- produce flame
- pyrotechnics
- wall of fire, 1 time per day

They can also attempt to *gate* in the following: 2-12 barbazus (50% chance, once per day), 2-16 abishai (35% chance, once per day) or 1-3 additional cornugons (20% chance, once per day).

All cornugons radiate a *fear* aura in a 5 foot radius. Anyone entering the fear radius must make a saving throw vs. rod, staff, or



wand or flee in terror for 1-6 melee rounds. Cornugons also regenerate 2 hit points per melee round.

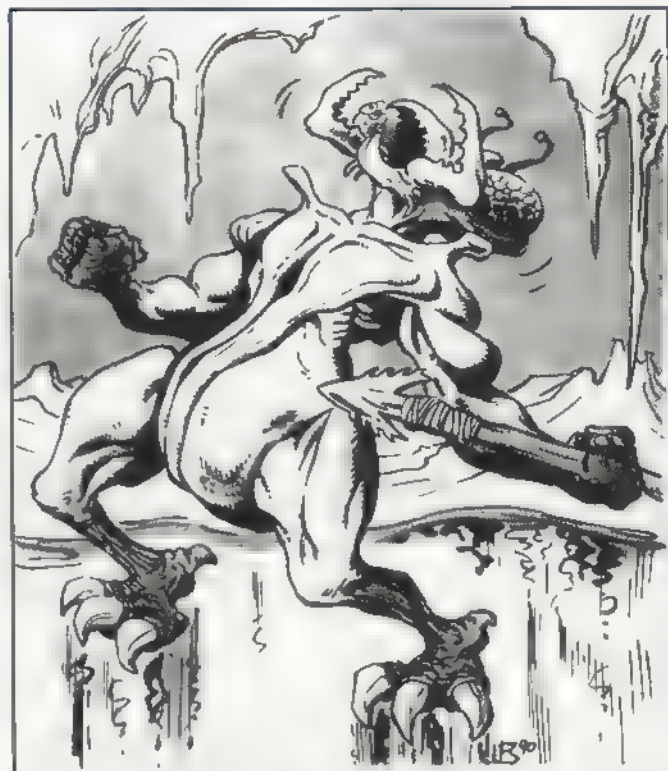
Habitat/Society: Cornugons are the elite fighting force in the Nine Hells. They are often formed into terrifying armies up to 2,000 strong! Only the mighty pit fiends may lead these hideous fighting forces into battle. The cornugons are prized personal guardians. As such, all pit fiends and gelugons try to obtain one or more cornugons as personal retainers. The Dark Eight have 106 cornugons as retainers.

The cornugon armies are usually formed only in the lower few layers of the Nine Hells. In the upper layers, individuals serve as generals to vast armies of lesser baatezu. This duty is the most desirable (and most subject to rapid advancement) second only to guardian duty among the Dark Eight.

Ecology: The cornugons are greater baatezu, and as such enjoy a certain amount of prestige across the Nine Hells. Of all the baatezu, the cornugons have the most rapid advancement. With several successful campaigns to their credit, more heroic cornugons will receive promotions to the upper layers of the Nine Hells where they command vast, gruesome legions of baatezu. From there, great action leads to promotion to gelugon, the ruthless baatezu inhabitants of the frigid layer of Caina. Although powerful and cunning, the cornugons are the baatezu least likely to display treachery amongst their ranks, due most likely to their militaristic nature. Their loyalty makes them something of an unusual asset in the Nine Hells. It is said that the 106 cornugons that guard the Dark Eight are completely loyal and would give their lives in defense of the council, behavior that is nearly unheard of in the Nine Hells. Whether this is due to genuine loyalty or fear of the almost limitless power of the pit fiends is unknown. What is known, however, is that never in the history of the Dark Eight has a cornugon guardian displayed traitorous behavior.

CLIMATE/TERRAIN:	The Nine Hells (Caina)
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	A, W
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-8
ARMOR CLASS:	-3
MOVEMENT:	15
HIT DICE:	11
THAC0:	9
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1-4/1-4/2-8/3-12 +4 (strength bonus)
SPECIAL ATTACKS:	Tail freeze, fear
SPECIAL DEFENSES:	Regeneration, +2 or better weapons to hit
MAGIC RESISTANCE:	50%
SIZE:	H (12' tall)
MORALE:	Champion (15-16)
XP VALUE:	39,500



Gelugons are the ferocious baatezu that live in frigid Caina. In terms of appearance, gelugons are the most alien of the baatezu. They have extremely large, insectlike bodies towering a full 12 feet tall. They have great claws on their hands and feet and large, sharp pinchers at their mouth. Their heads bulge with great, multi-faceted eyes. As their most formidable weapon, gelugons have long, thick tails covered with razor-sharp spikes. They are indeed fearsome looking baatezu, commanding the respect of all their peers in the Nine Hells.

Gelugons communicate telepathically.

Combat: Gelugons are greater baatezu in every sense, favoring to attack and torment victims with their claws, pinchers and tail rather than use a weapon. They are extremely strong, with 18/76 strength (+4 damage adjustment). In combat, they can unleash four separate devastating attacks per round. Their two claws score 1-4 hit points of damage each upon a successful hit. The giant pinchers in their mouth do 2-8 points of damage per hit. But the most fearsome of their attacks is their large tail, which radiates cold like the wind of Caina itself. If the tail hits, it does 3-12 points of damage and the victim struck must make a saving throw vs. paralyzation or be paralyzed by numbing cold for 1-6 rounds. The gelugon can direct all four of its attacks against different opponents if it chooses.

About 25% carry great spears that inflict 2-12 points of damage. Those struck must make a saving throw vs. paralyzation or be numbed by cold (*slowed* for 2-8 rounds).

In addition to those available to all baatezu, the gelugon can use these spell-like powers at will, once per round, at will:

- *detect invisibility*, always active
- *detect magic*
- *fly*
- *polymorph self*
- *wall of ice*

In addition, they can attempt to *gate* in the following: 2-12 barbarazu (50% chance, once per day), 2-8 osyluth (35% chance, once per day), or 1-2 gelugons (20% chance, once per day). Because the gelugons are the guardians of the front door of the Nine Hells' lowest layer, there is a 25% chance that a pit fiend will come and

aid them if the gelugons are losing in combat.

Gelugons can see perfectly in total darkness, are able to regenerate 2 hit points per round. They radiate fear in a 10' radius (saving throw vs. rod, staff, wand or flee in panic for 1-6 melee rounds).

Habitat/Society: Gelugons hold an important position in the Nine Hells. Aside from being second in power and station only to the mighty pit fiends, gelugons are the guardians of Caina, the frigid eighth layer of the Nine Hells. Because Caina is but a single layer away from the heart of the Nine Hells, the pit fiends have placed great importance on the task entrusted to the gelugons.

Gelugons are the only baatezu native to Caina. Although other varieties of baatezu must occasionally come to this cold place, they do not like it. Most baatezu are more at home on the hotter layers of the Nine Hells. Gelugons are unique in baatezu society since they are both the leaders and rank and file of the armies of their layer. It is unknown how they decide amongst themselves who is a leader and who is not.

From Caina, there is but one way to reach the fortress of Mal-sheem on Nessus, the lowest layer of the Nine Hells. The portal is at the bottom of a great hole on Caina, surrounded by a group of 9,999 gelugons who guard this portal at all times.

Ecology: As noted earlier, gelugons are the most unusual of all baatezu in appearance. They often use the shock value of their appearance to advantage when dealing with others. Wholly unnatural creatures, gelugons can only be created by promotion from lower stations. When a gelugon has performed well in its task, it may be promoted and become a pit fiend. Such a promotion, however, is very difficult to obtain. First, the gelugon must have served flawlessly for 777 years. Any blemish on its record, even the slightest one, will eliminate it from the promotion list. But 777 years of perfect service is the easy part—if the gelugon is selected to become a pit fiend, it is thrown into the Pit of Flame where it is tormented for 1,001 days. After almost three years of hideous, painful torture, the creature that crawled into the pit a gelugon crawls out of it a pit fiend.

Baatezu, Greater—Pit Fiend

MC8

CLIMATE/TERRAIN:	The Nine Hells
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	G, W
ALIGNMENT:	Lawful evil
NO. APPEARING:	1-4
ARMOR CLASS:	-5
MOVEMENT:	15, Fl 24 (C)
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1-4/1-4/1-6/1-6/2-12/2-8 or weapon +6 (strength bonus)
SPECIAL ATTACKS:	Fear, poison, tail constriction
SPECIAL DEFENSES:	Regeneration, +3 or better weapons to hit
MAGIC RESISTANCE:	50%
SIZE:	L (12' tall)
MORALE:	Fearless (19-20)
XP VALUE:	57,500

The most terrible baatezu of the Nine Hells, pit fiends appear to be giant, winged humanoids, very gargoyleish in appearance. Their huge wings can wrap around their body in defense. Their fangs are large and dripping with vile, green liquid. Their bodies are red and scaly, often emitting flames when they are angered or excited.

In the rare instances they choose to communicate, they do so using telepathy.

Combat: No baatezu is more terrifying in combat than a mighty pit fiend. In physical combat, the pit fiend is capable of dealing out tremendous punishment, using its incredible 18/00 strength (+6 damage adjustment). They can attack six times in a single round, dividing its attacks against up to six different opponents. They can attack with two hard, scaly wing buffets for 1-4 points of damage per hit. Their powerful claws do 1-6 points of damage per successful attack. The bite of a pit fiend is dreadful indeed, causing any creature bitten to take 2-12 points of damage and receive a lethal dose of poison. A saving throw vs. poison is required or the victim will die in 1-4 rounds. The bite also is 100% likely to infect the victim with a disease whether he saves against the poison or not.

Pit fiends can also attack with their tail every round, inflicting 2-8 points of damage per hit. The tail can then hold and constrict the victim for a like amount of damage per round until the victim makes a successful strength check to break free. Pit fiends can also carry jagged-toothed clubs which inflict 7-12 points of damage per hit (this replaces one claw attack).

Once per round a pit fiend can use one of the following spell-like powers, plus those available to all baatezu:

- detect magic
- detect invisibility
- fireball
- hold person
- improved invisibility
- polymorph self
- produce flame
- pyrotechnics
- wall of fire



They can, once per year, cast a *wish* spell. They may always *gate gate* in two lesser baatezu, or one greater baatezu with a 100% chance of success, performing this action once per round. Once per day, a pit fiend can use a *symbol of pain*—the victim must save vs. rod, staff or wand or suffer a -4 penalty on attack dice and a -2 penalty to dexterity for 2-20 rounds.

They regenerate 2 hit points per round. Pit fiends also radiate a *fear* aura in a 20 foot radius (save versus rod, staff, or wand at a -3 penalty or flee in panic for 1-10 rounds).

Habitat/Society: Pit fiends are the lords of the Nine Hells. They are the baatezu with the greatest power and station. Pit fiends are found throughout the various layers of the Nine Hells, but are very rare on the upper layers. They also are not fond of the frigid coldness of Caina, the eighth layer. Pit fiends are very rare on Avernus, Dis, Minauros, and Caina. They are rare on Phlegethos, Stygia, Malbolge, and Maladomini. In the fearful realm of Nessus, however, the dreaded pit fiends are common.

Wherever they are found, these mighty lords hold a position of great authority and power. They sometimes will command vast legions consisting of dozens of complete armies, leading the hateful horde into battle against the Tanar'ri. These huge forces are terrifying to behold, and any non-native of the lower planes of less than 10 hit dice who sees them will flee in panic for 1-3 days. Those of 10 hit dice and greater must make a saving throw vs. rod, staff, or wand or flee in panic for 1-12 turns.

It is rumored that pit fiends are not the most powerful beings in the Nine Hells, but rather themselves servants of some greater power. If, in fact, there are some greater beings in the Nine Hells, certainly they are powerful enough to hide their presence from mere mortal sages.

Ecology: Pit fiends are spawned from the powerful gelugons of the Nine Hells' eighth layer. When those icy fiends are found worthy they are cast into the Pit of Flame for 1,001 days after which they emerge as a pit fiend (see Gelugon for more detail).

CLIMATE/TERRAIN:	The Nine Hells
FREQUENCY:	Common
ORGANIZATION:	Army
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	10-100
ARMOR CLASS:	9
MOVEMENT:	6
HIT DICE:	1
THACO:	19
NO. OF ATTACKS:	2 or 1 (by weapon)
DAMAGE/ATTACK:	1-2/1-2 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	See below
XP VALUE:	65

Nupperibos are a form of dead in the Nine Hells, slightly higher in station than the lemures. They are lowly and woeful beings, used as fighting, feeding, and tormenting stock by all baatezu from the pit fiends on down.

Nupperibos are much like lemures in appearance, but are even less defined than those creatures. Nupperibos are amorphous, vaguely humanoid monsters with no discernible features. They have appendages that might be construed as their arms and head.

Combat: Nupperibos, much like the lemures, will attack any non-baatezu they encounter in the Nine Hells, heedless of their own safety. They need never make a morale check, for they will fight until destroyed.

A nupperibo attacks with two claws for 1-2 points of damage per hit. In some instances, when they are formed into vast, infernal armies, they are given weapons, though seldom anything more advanced than a club. In these cases, they do damage as per weapon type.

Nupperibos are blind, deaf, and unable to speak. They regenerate one hit point per round in the Nine Hells or any other lower plane. Any piece of a nupperibo, including its burnt ashes, will regenerate. The only way to permanently destroy one is by using something holy (holy water, holy sword, etc.).

Because they are mindless, nupperibos are immune to all mind affecting spells such as *charm person* or *illusions*. Of the special powers common to all baatezu, the nupperibo may only use *cause fear*, and that only when at least 10 nupperibo are all attacking the same defender and they are ordered to do so.

Habitat/Society: Nupperibos exist by the hundreds of thousands on the first and second layers of the Nine Hells. They are the remains of all lawful evil creatures not sufficiently malignant to be



changed into lemures. Because of their completely mindless nature, they simply obey all orders given them, thus are accorded a slightly higher station than lemures (they are considered least baatezu). There is, however, a unique relationship between the lemures and the nupperibos. The nupperibos are considered to be slightly higher in station than the lemures, but they will never become higher forms of baatezu without first being demoted to lemure status. This is a curious connection between the two types of creatures. Doubtless some greater power in the Nine Hells has set the advancement path that way for his own fiendish reasons.

Nupperibos readily obey all commands given them in order to lessen the torment that is their lot in the Nine Hells.

Nupperibos are commonly used as trading stock to the yugoloths (q.v.) in return for their mercenary services. Like the baatezu, the yugoloths treat the nupperibos horribly and will ultimately consume them.

Ecology: They are, however, sensitive to mental commands from stronger baatezu and will never disobey those commands. Nupperibos have no intelligence.

When a nupperibo is destroyed, it will be reformed into another nupperibo. However, there is a 1% chance that it will become a lemure. Although this means a reduction in station (however slight), it also means a chance to become a spinagon in the future.

Whether left in the Nine Hells or traded to yugoloths, nupperibos lead a completely wretched existence and are not considered significant by lower planar creatures.

Baatezu, Least—Spinagon

MC8

CLIMATE/TERRAIN:	The Nine Hells
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to very (8-12)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1 or 1-3
ARMOR CLASS:	4
MOVEMENT:	6, Fl 18 (C)
HIT DICE:	3+3
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/by weapon
SPECIAL ATTACKS:	Flame spikes
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	15%
SIZE:	S (3' tall)
MORALE:	Average (8-10)
XP VALUE:	7,500

The spinagon are the smallest of the baatezu. In appearance, spinagons look much like gargoyles—small humanoids with wings and a spiked tail. They often carry small military forks or other nasty weapons. As natural weapons, spinagons have long, razor-sharp talons extending from their feet.

Spinagon's communicate using telepathy.

Combat: Spinagons will not enter combat if they can avoid it, preferring to flee scenes of trouble in order to notify more powerful baatezu of the disturbance. However, spinagons can be fairly potent combatants. They usually carry a small military fork (use the statistics of a javelin) that strikes for 1-6 points of damage. While in flight, the spinagon can also rake with the claws on its feet for 1-4 points of damage per successful hit.

Protruding from the spinagon's body are small spines and spikes that are effective weapons in combat. The spinagon can launch up to 12 of these spikes as projectiles while in flight, but no more than 2 in a single round. The spikes burst into flame when released from the body, causing flammable materials to catch fire upon contact. For purposes of range and damage, a spinagon's spikes are treated as darts. In melee, 1-4 spikes can wound an opponent if the baatezu chooses to hurl itself upon an antagonist. Hits are automatic, but no other attack is possible.

Although they do not receive the spell-like abilities common to other baatezu, spinagons can use the following spell-like powers one at a time, once per round, at will:

- *affect normal fires*
- *change self*
- *command*
- *produce flame*
- *scare*
- *stinking cloud*

They can attempt to *gate* in 1-3 additional spinagons (35% chance of success, once per day).

Habitat/Society: Spinagons are very common throughout the layers of the Nine Hells, though they are particularly plentiful in the middle layers, three through seven. These creatures serve as messengers and lackeys for more powerful baatezu, which includes just about all of them. Spinagons are loyal messengers, almost never failing to properly deliver a letter or memorized



missive. They are, however, scorned by many baatezu because they are weak and ill-equipped for combat.

Indirectly, the spinagons act as scouts for the Nine Hells. Because of the vast number of messages to deliver and errands to run that the spinagons have, there will usually be one just about everywhere in the plane. If one of these wretched, cowardly creatures discovers unauthorized intruders in the Nine Hells, they will immediately fly off to call a more powerful baatezu. They will never directly attack any intruders and will not fight unless cornered and unable to barter their way out. A spinagon would not, however, compromise its message to avoid combat.

Another duty of the spinagons is the herding of lemures. The spinagons will herd hundreds of the disgusting lemures and form large armies. They will often herd nupperibo to form an infernal horde, as well. When wars between the baatezu and tanar'i rage, the spinagons are very busy creatures, forming armies for the more powerful baatezu. Usually scorned by the other baatezu, the spinagons find themselves the object of respect when a greater baatezu is looking to have its army formed quickly.

Ecology: Spinagons, though lowly, are in a position to gain status quickly. Because they often gather armies for greater baatezu, they can increase their status by performing the task quickly. Often, this leads to less influential baatezu getting their armies formed last, and the more important baatezu getting their armies immediately. Because of this, spinagons can advance quickly, but they are subject to abuse and even destruction by middle level baatezu disappointed with their performance.

The Nine Hells is a strange place, ruled by a perverse discipline that simultaneously encourages both structured behavior and treachery. But stranger still is the advancement process of the spinagon. When a spinagon is selected for advancement, those who have been served by it are given say as to how much advancement the spinagon receives. Therefore, if a spinagon serves a gelugon well, it may be promoted as high as amnizu. Stories tell of the pit fiend Greth advancing a spinagon to a hamatula!

Baatezu, Lesser—Abishai

MC8

	Black	Green	Red
CLIMATE/TERRAIN:	The Nine Hells	The Nine Hells	The Nine Hells
FREQUENCY:	Common	Common	Common
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Average (8-10)	Average (8-10)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Lawful Evil	Lawful evil	Lawful evil
NO. APPEARING:	2-20	2-8	1
ARMOR CLASS:	5	3	1
MOVEMENT:	9, Fl 12 (C)	9, Fl 12 (C)	9, Fl 12 (C)
HIT DICE:	4+1	5+2	6+3
THACO:	17	15	13
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-4/1-4/2-5	1-4/1-4/2-5	1-4/1-4 /2-5
SPECIAL ATTACKS:	Poison, dive	Poison, dive	Poison, dive
SPECIAL DEFENSES:	+1 or better weapons to hit, regeneration	+1 or better weapons to hit, regeneration	+1 or better weapons to hit, regeneration
MAGIC RESISTANCE:	30%	30%	30%
SIZE:	L (8' tall)	L (7' tall)	M (6' tall)
MORALE:	Average (8-10)	Average (8-10)	Steady (11-12)
XP VALUE:	21,500	23,500	25,500



Abishai are common to the first and second layers of the Nine Hells.

The abishai appear much like gothic gargoyles. They are thin and reptilian, with long, prehensile tails and great wings. There are three varieties of abishai and the skin color of the creature is dependent on the variety. They are—in ascending order of station—black, green, and red.

Abishai communicate using telepathy

Combat: In battle, the abishai can strike with its formidable claws, inflicting 1-4 points of damage per successful hit. It can also lash out with its flexible tail for 2-5 points of damage. Hidden in the end of an abishai's tail is a small stinger that injects poison into its enemy on a successful hit, requiring a saving throw vs. poison (failure resulting in death).

Abishai can fly high into the air and dive at their enemies, striking with both claws. Their attack roll is made at +2 with a successful hit doing double damage.

In addition to the powers possessed by all baatezu, an abishai can perform the following spell-like powers one at a time, once per round:

- *change self*
- *command*
- *produce flame*
- *pyrotechnics*
- *scare*

They can also attempt to *gate* 2-12 lemures (60% chance of success, once per day) or 1-3 abishai (30% chance of success, once per day).

All abishai are susceptible to damage from holy water. If a vial is splashed on it, the abishai will take 2-8 points of damage. All abishai regenerate one hit point per melee round unless the damage was done by holy water or a holy magical weapon.

Habitat/Society: Abishai are voracious and evil. They delight in tormenting those few natives to the Nine Hells that are lower in power than themselves. Abishai are fond of tempting mortals bold enough to travel to the Nine Hells by using their *change self* and *charm person* abilities.

Ecology: The abishai comprise the main body of many large, evil armies battling against the tanar'ri and intruders against the Nine Hells. In some cases, a red abishai may have proven himself worthy enough to command a force of lemures. If it is successful in this endeavor, the red abishai may be promoted to a higher form of baatezu.

CLIMATE/TERRAIN:	The Nine Hells
FREQUENCY:	Common
ORGANIZATION:	Troupe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	20-100
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	6+6
THACO:	13
NO. OF ATTACKS:	3 or 1 (weapon)
DAMAGE/ATTACK:	1-2/1-2/1-8 or 2-12 (weapon)
SPECIAL ATTACKS:	Glaive, disease, battle frenzy
SPECIAL DEFENSES:	+1 or better weapons to hit
MAGIC RESISTANCE:	30%
SIZE:	M (6' tall)
MORALE:	Steady (11-12)
XP VALUE:	23,500

The barbazu is the most vile and effective soldier in the Nine Hells. They are employed in large numbers as shock elite troops.

A barbazu is a foul, humanoid creature with a long tail, clawed hands and feet, pointed ears, and a snaky, disgusting beard growing out of its face. Its skin is moist and scaly like a reptile. They are most often seen carrying a cruel, saw-toothed glaive, capable of great damage.

Though barbazu rarely find a need to communicate, they can do so using telepathy.

Combat: The barbazu are the most violent of the baatezu, taking advantage of any excuse to attack. This makes them unpopular amongst baatezu-kind and subject to frequent, harsh disciplinary measures. These same traits, however, make them excellent shock troops. They are deployed in large armies sometimes numbering in the thousands both to guard the middle layers of the Nine Hells and to launch devastating attacks against the tanar'ri. They are also popular among the more powerful Baatezu to guard personal treasure or one's demesne.

The barbazu attacks with a saw-toothed glaive. This terrible weapon not only inflicts 2-12 points of damage on a successful hit, but the wound caused by the weapon will continue to bleed each melee round until the wound is bound (or the victim dies). The victim will continue to suffer 2 points of damage per round until tended to. These bleeding glaive wounds are cumulative; 2 points of damage will be suffered per round per wound. If necessary, however, the barbazu is capable of powerful natural attacks. It can deal out two claw attacks for 1-2 points of damage each and an attack with its wire-like beard for 1-8 points of damage. If both claws manage to hit, the beard damage is an automatic hit for maximum damage. Also, when the beard hits, there is a 25% chance the victim will contract a disease from the foul attack.

At will, one at a time, one per round, a barbazu can use the following spell-like powers in addition to those available to all baatezu:

- *affect normal fires*
- *command*
- *fear*, by touch
- *produce flame*



The barbazu can also attempt to *gate* in 2-12 abishai (50% chance, once per day) or 1-6 additional barbazu (35% chance, once per day).

All barbazu are subject to a battle frenzy. When in the heat of combat, a group of barbazu is 10% likely per melee round to go berserk. While berserk, the barbazu need not make morale checks. They will attack twice as many times per round at +2 on attack rolls and damage dice. Their armor class, however, will increase by 3. The roll is cumulative per melee round, so that if they are 20% likely to go berserk on the second round, 30% on the third, etc. Once berserk, they will stay that way until combat ceases.

Habitat/Society: The barbazu have no real internal society. They are bred for battle, which is what they do best. All other denizens of the Nine Hells know that barbazu are exceedingly cruel. Barbazu will rush into combat whenever possible, and often will not stop until either they or their opponent is dead. They are perhaps the most impetuous and chaotic of the baatezu, and thus have gained a very bad reputation among outsiders. However, even the pit fiends themselves cannot deny the barbazu's extreme value in combat.

Although the barbazu is a lesser baatezu, they are never found in command of their own armies. They are simply too chaotic and are unfit to lead. Often, though, a barbazu that has proven himself of exceptional worth will be promoted to an osyluth. Most, however, never survive to see promotion.

Ecology: As noted earlier, the barbazu serves only one function: fighting. They are bred for combat and combat alone; they have no other purpose and, therefore, no ecological structure other than military. They are the bulk of the army of the middle layers and the most common guards of the greater baatezu. They do not fight out of any particular loyalty or comradeship, but rather out of their violent need to hurt and kill.

CLIMATE/TERRAIN:	The Nine Hells
FREQUENCY:	Uncommon
ORGANIZATION:	Single
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	See below
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12, FL 21 (C)
HIT DICE:	6+6
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon
SPECIAL ATTACKS:	Charm, fear, <i>rope of entanglement</i>
SPECIAL DEFENSES:	+1 or better weapons to hit
MAGIC RESISTANCE:	30%
SIZE:	M (6' tall)
MORALE:	Steady (11-12)
XP VALUE:	29,500

Erinyes are perhaps the most unusual of the baatezu since they do not appear gruesome or disgusting. Rather, erinyes are attractive to mortals, a fitting characteristic considering their mission. Erinyes are female, but can look like mortal men or women of any race they choose, and are always the most perfect and physically beautiful of specimens. They cannot, however, pass for mortals—their huge, feathery wings mark them as denizens of the Nine Hells.

Erinyes can communicate through telepathy, but tend to prefer direct speech when luring mortals—they can speak any language.

Combat: Erinyes prefer to use their other powers rather than enter physical combat. If pressed to do so, they can wield any weapon with proficiency. Other than that, however, the erinyes has no other form of physical attack.

If it so chooses, an erinyes can cause fear in any creature that looks upon it. The victim must make a saving throw vs. rod, staff, or wand or flee in panic for 1-6 rounds. Erinyes all carry a *rope of entanglement* that they can use in combat or to bind unsuspecting victims.

Erinyes possess a very powerful *charm person* ability. This charm power can be used against any being within 60 feet the erinyes looks upon, even if the victim does not look back. When so gazed upon, the victim must immediately make a saving throw vs. spells as if he were half of his own level. For example, if an erinyes were battling an 8th level paladin and employed its *charm person* ability, the paladin would have to make a saving throw vs. spells as a 4th level warrior. If the victim fails its save, it will become completely loyal to the erinyes and will do anything to protect and obey the creature, even when that means the death of the victim or the victim's loved ones. Fortunately for mortal beings, an erinyes can only have one person so charmed at a time. The effects of the charm last until the erinyes releases the victim.

In addition to those available to all baatezu, an erinyes can use any of the following spell-like powers, one at a time, once per round, at will:

- detect invisibility
- invisibility
- locate object
- polymorph self
- produce flame



It can attempt to *gate* in the following: 1-8 spinagons (50% chance, once per day) or 1-4 barbazus (35% chance, once per day).

Habitat/Society: Erinyes are solitary baatezu, rarely seen in groups of any kind. They are cunning and evil, securing their position amongst the baatezu as tempters of mortals. Even though the erinyes are lesser baatezu, they have a special station in the Nine Hells. As tempters, they report directly to the Dark Eight and are outside the normal chain of command.

There are a total of only 500 erinyes in the Nine Hells at any one time. Lesser baatezu are promoted to erinyes if the number drops below this.

As tempters, the erinyes have a special power that none of the other baatezu—even the great pit fiends—have: the ability to pass into the Prime Material plane for short periods of time. They do this to attempt to trick and lure mortals back to the Nine Hells with them. They cannot bring anyone or anything with them when they pass into the Prime Material plane, and they can only bring one person back with them when they pass back into the Nine Hells. They cannot bring back inorganic matter, so victims will arrive in the Nine Hells without possessions.

Once on the Prime Material plane, the erinyes will seek out a mortal to lure back to the Nine Hells. Using its *charm person* power and its ability to assume a comely male or female form, the erinyes will try to seduce the mortal. This done, it can transport the mortal and itself back to the Nine Hells. Mortals so trapped are doomed to die in the inhuman plains of the Nine Hells unless their own magical strengths can save them. When a mortal dies this way, he will become a lemure and be doomed to serve forever as a soldier of the Nine Hells. It is because of this power to tempt and doom mortals that the erinyes are respected by all baatezu.

Ecology: Unlike the rest of baatezudom, the erinyes often refuse promotion from their station. Many do not wish to give up the special status afforded them in order to return to the normal ranks of the Nine Hells.

CLIMATE/TERRAIN:	The Nine Hells
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	1 or 3-12
ARMOR CLASS:	1
MOVEMENT:	12
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-8/2-8/3-12
SPECIAL ATTACKS:	Fear, hug
SPECIAL DEFENSES:	+1 or better weapons to hit
MAGIC RESISTANCE:	30%
SIZE:	M (7' tall)
MORALE:	Fearless (19-20)
XP VALUE:	23,000

Hamatula are solitary patrollers of the third and fourth layers of the Nine Hells. They are large humanoids, covered from head to toe with large, sharp barbs, right down to their long, meaty tails. Each creature has unusually long and sharp claws on its hands, even for a baatezu. Hamatula have keen, alert eyes that always shift and dart about, giving the creatures a nervous look.

Combat: Hamatula are guardians and patrol troops. They are excellent guardians and are never surprised.

Hamatula rarely—if ever—use weapons in combat, preferring to attack with their natural weapons. Their powerful raking claws strike for 2-8 points of damage per successful attack, followed by a powerful bite for 3-12 points of damage per hit. If a hamatula hits in combat with both of its claw attacks, it has the option of pulling its victim in to a hug, impaling him on the many cruel barbs on its body. The damage is 2-8 points with no attack roll required. The victim is now pinned into the hug and will take 2-8 points of damage per round until released. The hamatula will release its victim if it takes 15 or more points of damage in a single round (releasing at the end of the round). A victim who has a 16 or greater strength may tear free, provided he makes a successful strength check.

In addition to those available to all baatezu, hamatula can perform any of the following spell-like powers one at a time, once per round, at will:

- affect normal fires
- hold person
- produce flame
- pyrotechnics

They can also attempt to *gate* in the following: 2-12 abishai (50% chance, once per day) or 1-4 hamatula (35% chance, once per day).

Hamatula radiate fear upon striking an opponent for the first time. The defender must make a saving throw vs. rod, staff or wand or flee in panic for 1-6 rounds.



Habitat/Society: Hamatula patrol the third and fourth layers of the Nine Hells in search of intruders. They pursue their duties with great zeal, knowing that promotion and increased status hinges on diligence and success. Unauthorized creatures are immediately cast into one of the many cells to be tormented.

Among the baatezu, the hamatula are relatively solitary. They only travel in groups when commanded to do so by a more powerful baatezu. In these rare instances, they may be deployed in a small group to investigate a purported intrusion into the middle layers of the Nine Hells.

On Phlegethos, the fourth layer of the Nine Hells, the pit fiend Gazra lives in a crystal castle. He is the overseer of the first four layers of the Hells and as such carries great authority there. His primary army and guards are composed of hamatula—Gazra maintains an army of 5,000 of the creatures. He is also guarded at all times by 20 more of them with maximum hit points. It is known by the vile hamatula that loyal service to their pit fiend lord is the fastest way to obtain increased status.

Ecology: Unlike other baatezu, hamatula are unable to pass from layer to layer on the Nine Hells or to other lower planes. Sages speculate that this is to ensure that the creatures do not wander away from their appointed duties.

Hamatula are doubly unique among the baatezu because only they produce any sort of useful by-product amongst the inhabitants of the Nine Hells. The creatures have a gland behind their ears that produces a powerful hallucinogen. It is "harvested" by greater baatezu and used to aid the torment and interrogation of prisoners. A few brave (or wealthy) sages have obtained samples of this secretion. Though not enough of it has been obtained to perform any meaningful experiments, it is believed that greater quantities of this secretion could produce an extremely potent *po-tion of illusion*.

CLIMATE/TERRAIN:	The Nine Hells
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	2-8
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1-4/1-4/1-8/3-12
SPECIAL ATTACKS:	Fear, poison
SPECIAL DEFENSES:	+1 or better weapons to hit
MAGIC RESISTANCE:	30%
SIZE:	L (9' tall)
MORALE:	Steady (11-12)
XP VALUE:	24,000



Osyluths are horrid to behold, even for baatezu. They are bony and wretched, almost a dried husk of a human form. Their heads are fearsome human skulls with sickly dried skin stretched tightly over them. Protruding from their backside is a very large tail, much like that of a giant scorpion. Osyluths emit a foul odor of decay and rot.

Osyluths use telepathic means to communicate.

Combat: The osyluths are terrible opponents that will attack ruthlessly, driven by hatred and rage. They have two claw attacks that inflict 1-4 points of damage on a successful hit. Their disgusting bite does 1-8 points of damage per hit. Osyluths will also attack with their tail, which does 3-12 points of damage on a hit and injects a poison into its opponent. This requires a saving throw vs. poison be made, but the Osyluth poison is so potent that there is a -3 penalty to the roll. If the save is failed, the victim will lose 1-4 points of Strength for 1-10 rounds.

In addition to those available to all baatezu, osyluths can use any of the following spell-like powers, once per round, at will:

- fly
- improved phantasmal force
- invisibility
- wall of ice

The foul creatures can also generate fear in a 5 foot radius—defenders must save vs. rod, staff, or wand or flee in panic for 1-6 rounds. They may also attempt to gate in the following: 1-100 nupperibo (50% chance, once per day) or 1-2 osyluths (35% chance, once per day). Osyluths can see perfectly in total darkness.

Habitat/Society: Osyluths have a special place in the Nine Hells. They are the only baatezu to have power over other baatezu of higher station than themselves. They are the "police" of the Nine Hells, constantly roaming the various layers and observing the actions of other baatezu, ensuring they act in a proper baatezuish manner. If they catch any discrepancy in a baatezu, an osyluth has the power to send it into the Pit of Flame where the offending baatezu is tormented for 101 days. After the torture the offending

baatezu is returned to its former position. Osyluths have this power over any other baatezu save for the mighty pit fiends, who are above the discipline of the osyluths.

Because the osyluths are charged with the discipline of other baatezu, they are absolutely loyal in every way, never stepping out of line or doing anything that is against the nature of baatezu. But with this power comes danger. Any baatezu that has the opportunity to destroy an osyluth without being discovered will likely do so. If caught in this act, however, the offending baatezu is instantly reduced to marked lemure status. These marked lemmures are never allowed to advance beyond their station and are particularly hated by all baatezu.

The Ring of Cantrum: Once per century, 100 osyluths meet with the Dark Eight to select which gelugons will be advanced to pit fiend status. The 100 osyluths present at the moot gather in a ring around the pit fiends and present the information they have gathered on the more promising gelugons, including things such as compliance with the nature of the Nine Hells, major campaigns, and any discrepancies the gelugon in question may have made. All 100 osyluths present have a combined vote of 1 pit fiend, or 1/9th vote in the ring. The moot is named after the pit fiend Cantrum, the founder of the Dark Eight.

Ecology: Osyluths spend very little time as such before advancing among the baatezu. Their evil and obedient nature earns them advancement very rapidly. Following every Ring of Cantrum, all 1,000 osyluths in existence are advanced to hamatula status. Simultaneously, 1,000 new osyluths are formed. Despite this guaranteed advancement, there is still great incentive for osyluths to perform above and beyond even their exacting standards. If an osyluth has performed with great dedication to its sinister cause, it will be advanced to an amnizu rather than a hamatula. This type of accelerated advancement is rare, but serves the pit fiends well, guarding against complacency in the osyluth ranks.

CLIMATE/TERRAIN:	The river Oceanus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral good

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	Sw 18
HIT DICE:	9
THACO:	11
NO. OF ATTACKS:	1/2
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	Tail slap, shriek
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	G (30' long)
MORALE:	Steady (11-12)
XP VALUE:	5,000

Balaenas serve as the primary mode of transportation on the river Oceanus and are the equivalent of the lower planes' hydroloths. They look very much like large gray whales with bright, intelligent eyes. Balaenas have a friendly demeanor about them and are often seen conversing with the inhabitants of the upper planes who visit their watery domain.

Balaena communicate using a form of telepathy.

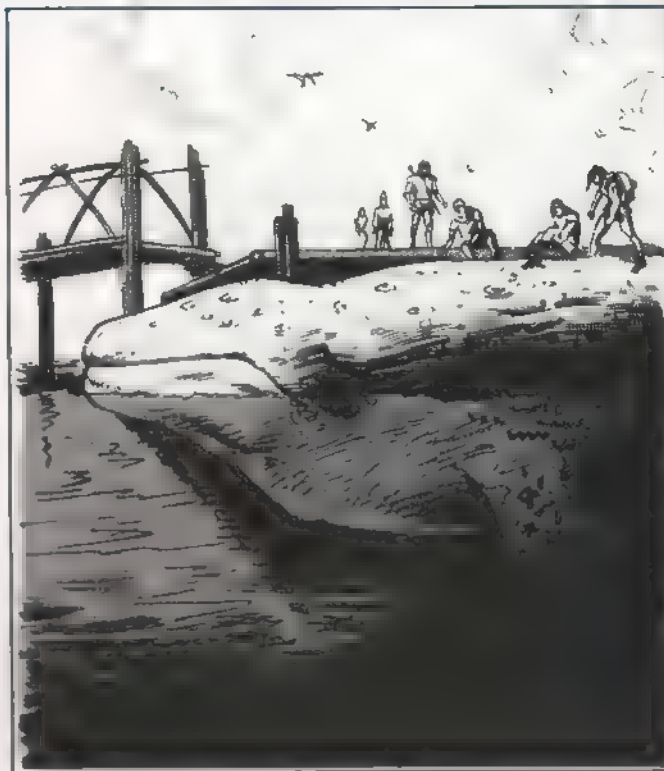
Combat: Because of their peaceful nature, balaenas prefer to avoid combat whenever possible. Their considerable speed in water helps make retreat a viable option. When pressed, however, a balaena can attack with a ramming head-butt against targets submerged or on the surface of the water. Head-butt attacks do 1-10 points of damage per hit and are 50% likely to knock the victim off balance. Because of their size and the amount of room necessary to perform this ramming attack, balaenas can perform but one attack every two melee rounds.

Balaenas can also perform a tail slap attack against an opponent in the water with it. Due to the size of the balaenas' tail, the tail slap acts as an area effect weapon. Any creature within 10 yards of the tail slap will automatically take 2-12 points of damage, no save allowed. Victims must then make a saving throw vs. paralyzation or be stunned for 1-6 melee rounds. If air breathers are stunned in the water, they must make a Constitution check for each round they are left stunned and unattended in the water. Failure means they take an additional 1-4 points of damage. A balaena will never willingly leave intelligent creatures helpless in the water after a tail slap.

Under water, balaenas can emit an extremely loud shrieking noise. Anyone under water within 100 yards of the balaena must make a saving throw vs. breath weapon or be deafened for 2-12 days. This shriek is also 30% likely to attract the attention of 1-2 other balaena who will arrive within 1-4 melee rounds. Though they can make their shrieking noise in any round that they don't attack, the roll to attract other balaenas is made only the first time in any combat situation.

Because of the tough, leathery texture of their skin, balaenas will only take half damage from any bludgeoning attack. Because of their acute sense of hearing, balaenas are only surprised on a roll of '1' when under water.

Balaenas can cast *know alignment* at will and can communicate with any intelligent creature with their powerful telepathy. Be-



cause of their telepathy, they are 50% likely to be able to tell when someone is lying to them.

Habitat/Society: Balaenas serve a vital role in the upper planes. They are the most accessible means of transportation on the river Oceanus. Oceanus connects the planes of Elysium, Beastlands, and Olympus (and possibly more) much the same way that Styx links the lower planes.

There are several ways to attract the attention of balaenas to request transportation across Oceanus. The first method, developed by the rugged warriors of Elysium, is a form of ritual. It involves gathering a bushel of grapes from one of the many vineyards of Elysium. These are mixed with holly leaves, and the mixture is then burned on the shore of Oceanus. If all is done properly, there is an 80% chance of summoning a balaena.

The second method for summoning a balaena is more straightforward. A wizard must step into the water of Oceanus and cast any of the *monster summoning* spells. This method will always attract the attention of a balaena.

Because the river Oceanus is very large and can be dangerous to navigate, the balaena are a very well respected species. They will never aid evil creatures and are unlikely to aid nongood neutrals. They will use their *know alignment* ability before agreeing to transport anyone along Oceanus. If the people are evil, the balaena will leave. If they are neutrals, the balaena will inquire as to their mission, using its ability to sense lies. If the mission is not a good-aligned cause, the balaena will not help the group.

Regardless of alignment, balaena will always help any intelligent life form that is in danger in the waters of Oceanus. The balaena will gently nudge the creature or person to the shore.

Ecology: Balaena are inoffensive creatures, and because of their important role, have no natural enemies. However, the denizens of the lower planes will often travel to the shores of Oceanus in order to try and trick or force a balaena to carry them to one of the upper planes. If they are unable, they will often attempt to brutally slay or capture it.

CLIMATE/TERRAIN:	Gladsheim
FREQUENCY:	Uncommon
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Day
DIET:	Herbivores
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic good

NO. APPEARING:	See below
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 or by weapon
SPECIAL ATTACKS:	Charge
SPECIAL DEFENSES:	+2 on surprise rolls
MAGIC RESISTANCE:	10%
SIZE:	L (7' tall)
MORALE:	Steady (11-12)
XP VALUE:	3,000

Bariaurs are very likely a hardy relative of the earthly centaur, very likely created by the same sylvan being uncounted eons ago. However, the bariaurs combine the attributes of man and ram rather than those of man and horse. These outer planar creatures have the body of a large and powerful ram. They do not, however, have a ram's head. Instead, the torso of a muscular man protrudes from the front of the ram body. Their heads are not totally human either—they have ram-like features, most noticeably the great horns that curl out of either side of the skull. Bariaurs are often seen carrying large clubs as weapons.

Combat: Bariaurs are very tough creatures and are skilled combatants. The clubs that they carry are extremely effective, each one holding special significance for the individual wielding it. The bariaur warrior's club is a personal icon, often a family or flock heirloom handed down from one generation to the next. The history of each weapon is etched in deep sigils upon it. To lose such a personal weapon means such humiliation that the offending bariaur generally leaves Gladsheim to wander other planes, never to return home.

In combat, a bariaur's club has the speed factor and damage characteristics of a two-handed sword.

Even weaponless, a bariaur can perform a powerful butting attack with its horns, delivering 1-8 points of damage per successful strike. This method of attack is often used in nonlethal combat between pairs of male bariaurs engaged in battles of dominion.

If a bariaur chooses, it can run up to 150% of its movement rate and deliver a charging attack. The charge will deliver triple normal horn damage and is 50% likely to knock down an opponent that is roughly the bariaur's size. A bariaur must move at least 30 feet to perform a charge.

These ram-creatures are very alert and aware, with uncanny senses of smell and hearing. Under normal circumstances it is extremely difficult to surprise a bariaur. They receive a +2 bonus on their surprise rolls.



Bariaurs have a slightly enchanted nature about them, a common attribute for creatures of a sylvan origin. This nature makes them 10% resistant to magic. Even if the resistance roll fails, bariaurs still receive a +1 bonus to any save vs. spells. They are also able to move from layer to layer on the plane of Gladsheim at will.

Habitat/Society: As with most beings native to the plane of Gladsheim, bariaurs are carefree and wild. They roam from place to place in accordance with a powerful wanderlust that keeps the entire flock constantly on the move.

A flock of bariaurs will always be led by a single leader who is generally stronger or considerably more charismatic than the rest of the males in the flock. A leader's rule is seemingly absolute, but he is often challenged by younger males who think themselves ready for leadership. Such challenges, though, are always very formal and ritualized, never imprudent or reckless—their chaotic nature is directed outside of the flock, seldom within it. The loss of a duel of challenge is neither disgraceful nor dishonorable.

There will usually be between 5 and 20 males in a flock and between 10 and 30 females. A flock will also contain 0-11 young bariaurs. Flocks are very familial and under normal circumstances would never split up.

Ecology: Bariaurs are herbivores, feeding on berries, nuts, leaves, and other foods gathered primarily in the forests. They will not usually travel from one layer of Gladsheim to another, but will do so if the food supply in an area warrants a move.

Bariaurs find very few natural enemies in Gladsheim, although they are known to battle the groups of giants found there. Flocks will even make all-out attacks on giant lairs in an attempt to wipe out the beasts.

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	-5
MOVEMENT:	9, Wb 18
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-8/2-8/2-12
SPECIAL ATTACKS:	Armor destruction, poison
SPECIAL DEFENSES:	Webs, protection magic, +2 or better weapons to hit
MAGIC RESISTANCE:	50%
SIZE:	H (15' long)
MORALE:	Champion (15-16)
XP VALUE:	17,000

Also known as "creepers of the Abyss" and "barbed horrors," bebiliths are foul arachnids that roam the Abyss, exacting punishment on the tanar'ri there. Bebiliths are cruel, unwavering harbingers of death and torture, apparently without remorse or pity for their victims.

They are hideous, like huge, misshapen spiders with cruel faces and hard, chitinous outer shells. Their two forelegs each end in a huge, brutal barb and their mouths are filled with great fangs that drip a foul liquid.

Bebiliths can apparently speak to each other through a kind of mind contact. They cannot communicate otherwise.

Combat: Bebiliths are truly evil creatures. They will viciously attack anything they see, without mercy. Their primary means of physical attack is their sharp forelegs that will cause 1-6 points of damage per hit. In addition, each hit with a foreleg attack may also ruin any armor or shield used by the target. For each hit, roll 1d6: on a 1-2 the shield (if any) may be ruined, and on a 3-6 the armor (if any) may be ruined. Nonmagical armor or shields will be ruined 40% of the time. Magical armor and shields modify this by -10% per plus of the magical enchantment. Ruined armor or shields are no longer considered when figuring the target's armor class. The armor or shields themselves are so destroyed that they cannot be repaired for less than their purchase prices. Magical enchantments are lost, regardless of repair. If the target wears neither armor nor shields, foreleg attacks from a bebilith simply do normal damage.

A bebilith can also attack with a horrid bite that causes 1-12 points of damage per hit and injects its victim with a powerful poison. Anyone so bitten must save vs. poison with a -2 penalty or die in 1-4 rounds. Also, if a *bless* spell is not cast on the body within one turn of death, the corpse will burst into flames and disintegrate.

Four times per day, a bebilith can shoot a powerful web like substance from its spinner. This web covers a total of 8,000 cubic feet (a 20-foot cube, or any other shape the bebilith desires); when shot the webs must begin adjacent to the creature and their furthest point may be no more than 60 feet distant. The webs act just like a *web* spell except that those cast by a bebilith are permanent. Also, even if flame is introduced to the strands, they are only 25% likely (per round of flame contact) to burn.

These spiderlike creatures are never surprised and are immune



to attacks from nonmagical weapons and magical weapons of +2 or less enchantment. They are always surrounded by a *protection from good* spell that they can reverse at will.

If a bebilith is sorely pressed in combat (which is unlikely, considering its powers) it can *plane shift* to the Astral plane at will. If it so chooses, the bebilith may attempt to magically pull one opponent into the Astral plane with it—the bebilith need only be in melee with the opponent. In order for the creature to pull an opponent into the Astral plane, the opponent must fail a saving throw vs. wand. Of course, if the opponent has the ability to leave the Astral plane, the bebilith has no power to stop him.

Habitat/Society: The purpose of a bebilith is quite clear, but the motivation behind that purpose seems incomprehensible. Bebiliths act as punishers for the tanar'ri of the Abyss. They seem to select certain groups of the major tanar'ri and exterminate them completely, in brief but horrible wars of annihilation. How they select their targets remains unknown. Of equal mystery is what exactly a tanar'ri—perhaps one of the cruellest and most chaotic creatures in existence—can do to incur the wrath of these lower planar assassins.

Although there are certainly creatures roaming the Abyss that could destroy a bebilith as a matter of course, such an act is considered out of the question. The bebiliths have developed an uncanny mystique about them. Among the denizens of the Abyss, it is taboo to destroy one.

Ecology: That information that has surfaced about the bebilith has no doubt done so at the cost of many lives—few who see a "creeper of the Abyss" live to tell the tale. However, it is of interest to some great mages and scholars, and some information has been pieced together.

Anyone bold enough and of sufficient power to kill a bebilith and remove its spinneret would hold great wealth. Mages would pay highly to get their hands on one. Powerful spells and magical items of binding can be created from a bebilith's spinner, or so alchemists believe.

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	6
HIT DICE:	9+9
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Death gaze
SPECIAL DEFENSES:	+1 or better weapons to hit, spell immunity, immune to poison
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (11-12)
XP VALUE:	5,500

Bodaks are grim creations who wander the Abyss. They are formed from hapless mortals who ventured into places too deadly for them.

Bodaks appear as humanoids with gray, pearly skin. They have hairless, muscular bodies and are of no apparent gender. Their eyes are empty and milky-white, deeply set into their long, distorted features.

Bodaks have no language of their own. They will typically speak the language common to the tanar'ri and their dark servants. In general, they will recognize or remember few words of common.

Combat: The bodak's primary method of attack is their death gaze. Any person or creature that meets the gaze of a bodak must save vs. petrification or die. The gaze is effective to 30 feet. If death occurs in the Abyss, the victim will form into a bodak within one day.

Only cold iron weapons or +1 or better magical weapons can hit a bodak. They are immune to *charm*, *hold*, *sleep*, and *slow* spells. Bodaks are immune to poison. Bodaks possess powerful invulnerability that allows them to see 180 feet.

Unaccustomed to its brightness, bodaks hate the sun. Direct sunlight will inflict one point of damage per melee round to an unshaded bodak. Different attacks harm them as follows:

Attack	Damage
acid	full
cold	half
electricity (lightning)	none
fire (magical)	half
fire (nonmagical)	none
gas (poisonous, etc.)	half
iron weapon	full
magic missile	full
poison	none
silver weapon	none

Bodaks have a faint attachment to their former lives as mortals. This preoccupation will sometimes—although very rarely—cause the bodak to pause in combat while it considers its actions. There is a base 5% chance—rolled one time per encounter—that the creature will see something in an enemy that reminds it of its



life before it was transformed into the savage, hellish bodak. If recognition occurs, the bodak will pause and make no attacks for one melee round. After that, all of its attack rolls will be at a -2 penalty against that one character.

When encountered, a bodak will have a randomly chosen, nonmagical weapon, most likely a sword or mace. They can make single attack per melee round with this weapon, but they rarely bother to use weapons in combat.

Habitat/Society: Bodaks serve no purpose in an already purposeless Abyss. They wander the terrain there in abhorrent hatred of their inhuman endurance granted them during transformation from dying mortal to bodak. They are hateful and will attack anything they see, even creatures of obviously greater power.

Ecology: Legends speak of many mortals that have traveled to the Abyss to fight the foul creatures that inhabit it. Most never returned. However, there are places in the Abyss so loathsome and secretive that mortals are simply not allowed. A mortal foolish enough to enter these and lose his life is subjected to a special doom—his will and mind is captured and he is painfully transformed into a hideous bodak.

Bodaks are only vaguely humanoid in appearance, but will sometimes have some small feature of the mortal they once were. This may manifest itself in a nervous twitch, a peculiar combat style, or anything else that the bodak may have possessed during its normal lifetime.

Benign bodak: For reasons unknown, occasionally a mortal's mind will survive the transition from man to bodak. When this happens to a nonevil individual (particularly to good aligned individuals), a benign bodak is created. This creature has all the powers and abilities of a bodak, but the mind of the mortal it once was. Such creatures will usually die quickly in the Abyss and are, therefore, of little consequence. Note that even though a benign bodak will retain its memory and consciousness, it will not have the ability to cast spells if it was able to as a mortal.

CLIMATE/TERRAIN:	Olympus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	Nil
ALIGNMENT:	Any good
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	15, Fl 26 (C)
HIT DICE:	20 (144 hp)
THAC0:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-12/2-12
SPECIAL ATTACKS:	Dive attack, spell use
SPECIAL DEFENSES:	Spell use, regeneration, +3 or better weapons to hit
MAGIC RESISTANCE:	70%
SIZE:	L (12' long)
MORALE:	Champion (15-16)
XP VALUE:	108,500

Celestial lammasu are close relatives of the lammasu native to the Prime Material plane. These, however, make their homes among the wilderlands of Olympus. Celestial lammasu are sometimes also known as the "lions of the Mount," referring to Mount Olympus, in whose shadow they so often are found.

As might be expected, a celestial lammasu has the body of a large, powerful lion. Extending from its back are great wings with long, beautiful feathers. Its head has the face of a human with keen, intelligent eyes and a long, flowing mane. Each individual has a very majestic appearance, projecting its power and belief in ultimate goodness.

Celestial lammasu pride themselves on the number of languages they speak—they will use their *tongues* ability if necessary.

Combat: Celestial lammasu are creatures of tremendous power and prowess in battle. They will readily enter any combat where creatures of good alignment are being threatened by evil. At times, the Lions of the Mount will even come to the aid of nonevil neutrals warring against evil.

The celestial lammasu's physical attack consists of two huge, raking paws that inflict 2-12 points of damage per hit. Due to the nature of the celestial lammasu, their claw attacks can damage creatures normally only hit by magical weapons. A celestial lammasu can also—when flying—dive down on its opponent with two claw attacks gaining +2 on its attack roll and inflicting double damage (4-24 per claw).

These outer planer denizens also have considerable spell power. They may cast priest spells as if they were 15th-level priests with major access to all spheres. In addition, they have the spell casting ability of a 12th-level wizard. They need not maintain spell lists as does a mortal wizard. Instead, they request their wizard spells daily from any school except necromantic.

In addition to their spell casting abilities, celestial lammasu have the following spell-like powers that can be used once per melee round, one at a time, at 20th level effect:

- *cure light wounds*
- *cure serious wounds*
- *dispel evil*
- *dispel magic*, 7 times per day
- *holy word*, 3 times per day



- *plane shift*
- *protection from evil*, triple normal strength, extends around all good creatures within sight of the celestial lammasu
- *teleport without error*
- *tongues*, always active
- *wish*, 1 time per day, only in times of dire need

Celestial lammasu are immune to damage from nonmagical weapons and magical weapons of +3 or lesser enchantment. They naturally regenerate 4 hit points per melee round.

Habitat/Society: Celestial lammasu dwell in the layers of Olympus from which they wage constant war on evil throughout the outer and inner planes. They take special interest in lammasu on the Prime Material plane—the celestial lammasu provide guidance and occasional support to their mortal cousins. There are 36 celestial lammasu known to exist, each with its own true name.

Once every 10 years, one of the celestial lammasus will attend a special meeting, called a Whitemoon, with certain lammasu of the Prime Material plane. In attendance are the leaders of all the lammasu prides for hundreds of miles around. The leaders discuss their efforts against evil with each other and with the celestial lammasu. During the night of this Whitemoon, the lammasu temple glows a brilliant white that can be seen for many miles—it becomes a scintillating focus of goodness. Any evil creature that comes within one mile of the temple is destroyed outright and any nonevil neutral that approaches within one mile of the temple is put magically to sleep for the duration of the night.

One important note is that celestial lammasu do not directly serve a deity or power like the aasimons do. Although their actions serve the interests of the powers of good alignment, they are concerned only with their own personal wars on evil.

Ecology: Celestial lammasu are above and outside the normal ecological cycle. They have absolutely no natural predatorial enemies. Too, they never feed on other life forms for sustenance; rather they draw nutrients directly from the goodness of the upper planes.

CLIMATE/TERRAIN:	Twin Paradises
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	Special
ALIGNMENT:	Neutral good

NO. APPEARING:	1
ARMOR CLASS:	-10
MOVEMENT:	15, Fl 42 (C)
HIT DICE:	21 (base)
THAC0:	5 (at 21 HD)
NO. OF ATTACKS:	3+special
DAMAGE/ATTACK:	1-12/1-12/6-48 (6d8)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 or better weapons to hit
MAGIC RESISTANCE:	See below
SIZE:	G (54' base)
MORALE:	Fearless (19-20)
XP VALUE:	See below

Adamantite dragons are perhaps the mightiest of dragonkind. They are the epitome of good, sacrificing whatever is necessary for the common good of intelligent creatures everywhere.

These other-planar creatures are strange among dragonkind, since they are born with their shining coats of adamantite fully developed (explaining their very low armor class even when hatchlings). This mighty coat is a shining silver color that reflects light in brilliant, scintillating beams and rainbows—refreshing to those who can bask in its goodness, painful to those who hide in the shadows of evil.

Adamantite dragons speak their own tongue and the language of all good dragons. By their juvenile years (age category 4), they will speak common. By the time they are adults (age category 6), they are 50% likely to speak any language of dragonkind.

Combat: Due to the adamantite dragons' strong taste for physical battle, they may use the extra attack forms of dragons (wing buffet, foot stomp, etc) one age category earlier than other dragons. **Breath weapon/special abilities:** An adamantite dragon has two breath weapons, one of which can only be used at certain times. The common form of breath weapon is a cone of flame 110' long, 10' wide at the dragon's mouth, and 45' wide at the end. This is a magical flame and will ignite even nonflammable materials.

The adamantite dragon's second breath weapon projects an area of *time stop*. It has the same dimensions as the cone of flame. Anyone caught in the area must save vs. spells or be affected as if by a *time stop* spell cast at 20th level of magic use. This breath



weapon may only be used on the dragon's home plane (Twin Paradises), when the dragons are defending the plane, and even then only one time per day.

Adamantite dragons may use these spell-like abilities:

- *polymorph self*, 3 times per day, permanent, may revert to dragon form without restriction
- *magic missile*, (adults and older), five missiles per round
- *blink*, (mature adults and older)

Due to their extra-planar nature, all adamantite dragons are immune to nonmagical weapons.

Habitat/Society: The adamantite dragons are the self-appointed guardians of the Twin Paradises. These great creatures are extremely powerful and will come to the aid of any intelligent creature. It should be noted, however, that they are unconcerned with law or chaos, but only the protection of sentient lifeforms.

Ecology: Adamantite dragons have little place in the ecosystem of the Twin Paradises. They can, however, be avaricious hunters with huge appetites. Adamantite dragons have no moral objection to hunting unintelligent lifeforms for food.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	7-19	6-16	-10	4d12+1	Nil	Nil	Nil	19,000
2	19-31	16-28	-10	6d12+2	Nil	Nil	Nil	21,000
3	31-43	28-38	-10	8d12+3	1	Nil	I, T	24,000
4	43-55	38-50	-10	10d12+4	2	40%	B, R, T	30,000
5	55-67	50-60	-10	12d12+5	2 2 1	45%	B, R, T	35,000
6	67-80	60-70	-10	14d12+6	2 2 2/2	50%	B, C, T	39,500
7	80-93	70-84	-10	16d12+7	2 2 2 2/2 2	55%	B, C, T x2	49,000
8	93-106	84-95	-10	18d12+8	2 2 2 2 2/2 2 2	60%	B, C, I, T x2	58,000
9	106-120	95-108	-10	20d12+9	2 2 2 2 2 2/2 2 2 2	65%	B, C, I, T x3	70,000
10	120-134	108-120	-10	22d12+10	2 2 2 2 2 2 2/2 2 2 2 2	70%	D, I, T x3	83,000
11	134-148	120-133	-10	24d12+11	2 2 2 2 2 2 2 2/2 2 2 2 2 2	75%	D x2, I, T x3	93,000
12	148-162	133-146	-10	26d12+12	3 3 3 3 2 2 2 2 1/3 3 3 3 2 2 1	80%	D x2, E, I, T x3	110,000

CLIMATE/TERRAIN:	Upper planes
FREQUENCY:	Common
ORGANIZATION:	Troupe or army
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Average to high (8-14)
TREASURE:	Nil
ALIGNMENT:	Varies (same as plane encountered in)

NO. APPEARING:	10d10
ARMOR CLASS:	Varies according to type and magic
MOVEMENT:	12
HIT DICE:	Varies by level
THACO:	Varies by class and level
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	5%
SIZE:	M (6' tall average)
MORALE:	Elite (13-14)
XP VALUE:	Varies by type

Strictly speaking, the term einheriar is the name given to the dead of Asgard, the first layer of Gladsheim. Over time, however, the term einheriar has come to refer to a variety of humanoid spirits that are employed by the powers of the upper planes as servants, warriors, patrols, or guards. Simply put, einheriar are the spirits of good beings whose specialties are being put to use, unchanged, on the upper planes.

Einheriar appear as wispy, humanoid warriors with equally wispy armor and weapons. Each individual resembles the being he was in life—the majority of einheriar were humans before death. Einheriar are most frequently seen marching in military formations.

Combat: When encountered, einheriar will be in large groups, organized loosely into a single combat unit. The individuals within that unit will each have a class and level akin to that they held in life. Roll twice for each individual encountered to determine these.

	Class**		Level*
1-50	Fighter	1-50	4
51-55	Ranger	51-75	5
56-60	Paladin	76-88	6
61-70	Mage	89-94	7
71-75	Specialist Wizard	95-97	8
76-85	Priest	98	9
86-90	Thief	99	10
91-00	Bard	00	11-16

* divide level by 2 or 3 for multi-class

** if the alignment of the plane precludes a class, roll again



Einheriar have the maximum number of hit points per hit die. Compute their THACOs normally for characters of their class and level. Spell casters will have their complement of spells. Einheriar do not retain their weapon specialties.

Einheriar will always be outfitted with the absolute best in non-magical arms and armor for their class. This is also dependent upon the deity or power the einheriar are serving. For instance, einheriar in service to the Great Spirit of the American Indian mythology would not be wearing plate mail and carrying two-handed swords.

There is a 3% chance per level that these spirit legions will have magical items of a nonspecialty nature (i.e. *sword +1*, *chain mail +2*, magical bracers, etc.). Einheriar will never be carrying specialty items such as *armor of etherealness* or a *sword +1, flame-tongue*.

Habitat/Society: Einheriar are a common element among the myriad servants of the powers of good. They are a fighting arm of the gods and will enforce their beliefs willingly and adamantly.

It is unclear how the einheriar fit into the celestial scheme with respect to the aasimon (q.v.), but they do seem to act independently of these greater beings.

Einheriar do not really form into any kind of hierarchy. In the most general terms, the higher level beings are normally reserved for more difficult tasks.

Ecology: Because einheriar are basically spirits, they have no real ecology.

	Farastu	Kelubar	Shator
CLIMATE/TERRAIN:	Tarterus	Tarterus	Tarterus
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Very (11-12)	Genius (17-18)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	1	1	1
ARMOR CLASS:	-1	-2	-3
MOVEMENT:	15, Fl 30 (C)	12, Fl 24 (C)	9, Fl 18 (C)
HIT DICE:	11	13	15
THACO:	9	7	5
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	2-7/2-7/3-12 +7 (strength bonus)	2-8/2-8/4-16 or weapon +8 (strength bonus)	2-9/2-9/5-20 or weapon +9 (strength bonus)
SPECIAL ATTACKS:	Battle frenzy, adhesive	Stench, acidic slime	Magical weapons
SPECIAL DEFENSES:	Adhesive, +1 or better weapons to hit	+2 or better weapons to hit	Immune to nonmagical attacks, +3 or better weapons to hit, +2 bonus on surprise rolls
MAGIC RESISTANCE:	50%	50%	50%
SIZE:	M (7' tall)	M (6½' tall)	M (6' tall)
MORALE:	Champion (15-16)	Champion (15-16)	Fanatic (17-18)
XP VALUE:	28,000	33,500	40,000



Gehreleths are the foul inhabitants of Tarterus, part of the killing grounds in the eternal Blood War. In appearance, Gehreleths are disgusting and unsightly.

Gehreleths speak a guttural language of their own, but will use their *tongues* ability to communicate with others.

Farastu

The farastu are tall, slender humanoids with long arms and heads. Their effective strength is 19 (+7 damage adjustment), and their weight is about 420 pounds. They are the commoners of Tarterus.

Combat: Farastu are wicked things that will attack any nongehreleth they encounter. They will often fight to the death, ignoring morale rolls.

Although the vile farastu have several spell-like and special abilities, they prefer to enter combat with their claws and fangs. Their powerful claws inflict 2-7 points of damage per successful hit, the fangs inflict 3-12.

When in combat, a farastu is very likely to go into a battle frenzy. This will occur after six rounds of combat or when the creature is reduced to 50% normal hit points. When in a frenzy, the farastu will receive double his number of normal attacks, and all are made with a +2 bonus to the attack dice.

Farastu gehreleths secrete a black, tarlike substance that is extremely adhesive. There is a base 5% chance that anything it hits or anything that hits it will stick. If the farastu is attacking and sticks itself to its opponent, the opponent will gain another attack sequence immediately. If a creature attacking a farastu sticks to the creature, the farastu will gain a +4 attack roll bonus. The stuck creature loses initiative. If a weapon is used against the farastu and it sticks, there is a 25% chance that it will be pulled from the attacker's grip. It takes one round to pull away a stuck weapon.

The following spell-like powers can be employed by a farastu at 11th level of spell use:

- *detect good*
- *detect invisibility*
- *detect magic*
- *dispel magic*, 2 times per day

- ESP
- fear
- fog cloud, 3 times per day
- invisibility
- tongues
- weakness, reverse of strength, 3 times per day

Farastu gehreleths are 40% likely to be able to summon 1-2 additional farastu once per day.

Farastu are only harmed by +1 or better weapons. Acid or poison have no effect upon them. Farastu gehreleths suffer but half damage from cold and fire attacks. They are immune to fear of all types, as well as all illusions and phantasms. Farastu have 120-foot infravision.

Kelubar

Kelubar are slimy, ebon humanoids, shorter than farastu, being thickest in the lower torso and limbs. Their hands are very large and their huge heads are oval, the latitudinal axis being longest. Their effective strength is 20 (+8 damage adjustment), and they weigh close to 500 pounds. They are the middle class of Tarterus.

Combat: Kelubar are terrible opponents in combat. They are known as slime gehreleths because they constantly emit a slimy secretion from their skin that has a debilitating odor. Anyone within 30 feet of a kelubar in combat must make a saving throw vs. poison or be incapacitated for 1-10 melee rounds.

Kelubars will attack with their nails and teeth, the former inflicting 2-8 points of damage per hit, the latter inflicting 4-16 points. In addition, each attack will inflict 1-6 points of damage due to the acidic nature of the kelubar's slime. A successful saving throw vs. poison will reduce the acidic damage by half.

Kelubars are able to employ all of the spell-like abilities available to farastu, plus these, at 13th level of spell use:

- ray of enfeeblement, 1 time per day
- spider climb

A kelubar is 40% likely to be able to summon 1-2 additional kelubar once per day or is 60% likely to be able to summon 1-2 farastu once per day. The kelubar may only attempt one of these gates per day.

The kelubars are completely immune to the affects of fire, acid, cold-based, and poison attacks. Weapons of less than a +2 enchantment can do these great monsters no harm. They have infravision extending to 120 feet.

Shator

Shator are 6 feet tall, squat and broad. Their humanoid form appear draped in shaggy skins. Their huge heads are mostly mouth with jaws resembling those of a giant bulldog. Their effective strength is 21 (+9 damage adjustment), and their weight is around 560 pounds. Shators are the ruling nobility of Tarterus.

Combat: The greatest of the gehreleths, these fearsome creatures are deadly enemies in combat. Their claw attacks do 2-9 points of damage per hit and their fearsome bite inflicts 5-20. However, these monsters have sufficient manual dexterity to wield weapons in combat. If using a weapon or natural attacks, shators gain full damage benefits from their great strength.

Because of the powerful nature of the shator, it is possible they might wield magical weapons in combat. There is a 45% chance a shator has a randomly determined magical weapon.

Shator gehreleths are the most intelligent and cunning of the gehreleths. When entering combat, they will always choose the best of their options, often favoring their spell-like abilities over physical attacks.

Shator gehreleths may use all the spell-like abilities available to

the farastu, plus the following, at 15th-level of spell use:

- beguile, as a rod of beguiling, 1 time per day
- cloudkill, 1 time per day
- ray of enfeeblement, 3 times per day
- stinking cloud, 3 times per day

A shator can always gate either 1-6 farastu or 1-4 kelubar gehreleths. They are 30% likely to be able to summon 1-2 shators. They may summon but once per day.

The mighty shator gehreleth is immune to all physical attacks of a nonmagical nature. Thus nonmagical fire, acid, cold, etc. will do them no harm. No weapon of less than a +3 enchantment will affect them. All edged weapons have -1 penalties to hit and damage against a shator. All mind affecting and illusion type spells are useless against a shator. Due to extremely sensitive auditory, olfactory, and visual senses, shators have a +2 bonus on their surprise rolls. They have 120-foot infravision.

Habitat/Society: There is, without a doubt, no stranger society on the lower planes than that of the gehreleths. These foul, hateful beasts will attack anything and everything they meet without reserve or mercy. No quarter is given to anything for any reason. They will not, however, ever attack or endanger another gehreleth. Not a single instance of confrontation between two gehreleths has ever occurred. Why this peculiar honor amongst such vile creatures exists is completely unknown.

The gehreleths are most commonly the "summoning stock" of the lower planes. When a wizard or priest summons a lower planar being, they are most likely to attract the attention of one of these creatures. Most would-be summoners would that this were otherwise. Of all the fiends, gehreleths are the most dangerous—they will avenge any deeds they are forced to perform, often plotting such revenge for many years. Gehreleths never forget.

It is also not uncommon for gehreleths, particularly the farastu, to simply not obey a summoner, regardless of the importance of the mission. They are stubborn and hateful of servitude.

Despite their chaotic nature, the gehreleths live in a caste system. In this rigid system, the farastu are the lower class, often acting as servitors on the few occasions when the normally solitary gehreleths gather in groups. The kelubars are the middle class of the evil society, and the powerful shators are the upper class and commanders.

Ecology: Gehreleths do not interact with their environment at all except to destroy. They produce nothing of value and serve no purpose to anything around them. It is likely that some evil deity created the gehreleths simply for the purposes of destruction.

Normally, there are always a 3,333 of each of the three varieties of gehreleth. New gehreleths are made to replace those that are destroyed. The single exception to this rule is in times when the Blood War (q.v.) on the lower planes is at its strongest, when the gehreleth can increase their numbers to twice or more what is normally present. Since these evil beasts never take part in the war and are independent of the baatezu and tanar'ri, it must be assumed that this population increase is for the purposes of protection from both sides.

The creation and development of a fiend is a foul thing, but none so foul as the gehreleths. These disgusting beasts are spawned from the decaying bodies of beings that have traveled to the lower planes and died there. Some unidentified greater power gives gruesome life to these monsters, but the details are a mystery.

Freshly transformed cadavers are always made into the lowly farastu gehreleths. If a greater gehreleth is destroyed, then one of the already existing lessers will rise in status and take its place, with the lesser farastu ranks being replenished from new corpses.

Githyanki

CLIMATE/TERRAIN:	Astral or prime
FREQUENCY:	Very rare
ORGANIZATION:	Dictatorship/monarchy
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional to genius (15-18)
TREASURE:	Individuals R; Lair H
ALIGNMENT:	Any evil

NO. APPEARING:	2-8 (away from lair)
ARMOR CLASS:	Per armor
MOVEMENT:	12, 96 on Astral plane
HIT DICE:	Per class and level
THACO:	Per class and level
NO. OF ATTACKS:	Per class and level
DAMAGE/ATTACK:	Per weapon type
SPECIAL ATTACKS:	Possible spell use, possible magical weapon
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Average to elite (8-14)
XP VALUE:	Per class and level

Githyanki are an ancient race descended from humans. They dwell upon the Astral plane but will often leave that plane to make war on other races. They are engaged in a lengthy war with the githzerai.

Githyanki are strongly humanoid in appearance. They are approximately of human height but tend to be much more gaunt and long of limb. They have rough, yellow skin and gleaming black eyes that instantly betray their inhumanity. Like many demihuman races, their ears have a sharp point and are serrated at the back. Dress for the githyanki is always an elaborate affair. Their baroque armor and weapons of war are decorated with feathers, beads, and precious metals and gems.

Githyanki speak their own tongue, and no others.

Combat: The githyanki have had long years to perfect the art of war. Their very existence attests to their battle prowess. Each individual githyanki has a character class and level from which are derived such things as THACO, armor class, spell use, etc.

	Class		Level
01-40	Fighter	01-20	3rd
41-55	Mage	21-30	4th
56-80	Fighter/Mage	31-40	5th
81-85	Illusionist	41-60	6th
86-00	Knight	61-80	7th
		81-90	8th
		91-95	9th
		96-98	10th
		99-00	11th

The armor for each githyanki varies according to class. Mages and illusionists have AC 10. Fighters and fighter mages have differing armor—AC 5 to AC 0 (6-1d6). Knights have AC 0.

Githyanki have hit dice according to their class and level, and their hit points are rolled normally. Their THACO is determined per class and level, as well. Fighters, fighter/mages, and knights may receive more than one attack per round—other githyanki have one attack per round.

Githyanki knights are evil champions who take up the causes of the githyanki's mysterious lich-queen. Githyanki knights are very powerful and highly revered in their society. Githyanki knights have all of the powers and abilities of a human paladin ex-



cept these are turned toward evil (e.g. *detect good* instead of *detect evil*, *command undead* instead of turning undead, etc.).

Githyanki mages, fighter/mages, and illusionists will receive all the spells available at their level of experience. Spells should be determined randomly, keeping in mind that they are by nature creatures of destruction—offensive spells should be favored.

The githyanki soldiers use arms and armor similar to humans, however these are normally highly decorated and have become almost religious artifacts. A githyanki would likely show greater care for his weapons and armor than he would toward his mate. Half of the githyanki fighters, fighter/mages, or knights that progress to 5th level receive a magical *two-handed sword* +1, the remainder using normal two-handed swords. Githyanki fighters of 7th level and above are 60% likely to carry a *long sword* +2. Knights of 7th level and above will always carry a *silver sword*—a *two-handed sword* +3 that, if used astrally, has a 5% chance per hit of cutting an opponent's silver cord (see *The Astral Plane*, DMG, page 132), but *mind barred* individuals are immune. A supreme leader of a lair will carry a special *silver sword* that is +5 with all the abilities of a *vorpal weapon* that also affects *mind barred* individuals.

Githyanki will never willingly allow a *silver sword* to fall into the hands of a nongithyanki. If a special *silver sword* should fall into someone's hands, very powerful raiding parties will be formed to recover the sword. Failure to recover one of these highly prized weapons surely means instant death to all the githyanki involved at the hands of their merciless lich-queen.

All githyanki have the natural ability to *plane shift* at will. They will rarely travel anywhere besides back and forth from the Astral plane to the Prime Material plane.

Habitat/Society: History provides some information on the githyanki—their race is both ancient and reclusive. Sages believe they once were humans that were captured by mind flayers to serve as slaves and cattle. The mind flayers treated their human slaves cruelly and the people harbored a deep resentment toward the illithids. For centuries these humans increased their hatred but

could not summon the strength necessary to break free. So they waited for many years, developing their power in secret, waiting for an opportunity to strike out against their masters. Finally, a woman of power came forth among them, a deliverer by the name of Gith. She convinced the people to rise up against their cruel masters. The struggle was long and vicious, but eventually the people freed themselves. They had earned their freedom and become the githyanki, (which, in their tongue, means sons of Gith).

These astral beings progress through levels exactly as a human would. However, there has never been a githyanki that has progressed beyond the 11th level of experience and very few progress beyond 9th. When a githyanki advances to 9th level, he is tested by the lich-queen. This grueling test involves survival in one of lower planes for a number of weeks. Failure quite obviously results in death. Githyanki that reach 12th level of experience are immediately drawn out of the Astral plane and into the presence of the lich-queen where their life force is drawn to feed the ravenous hunger of the cruel demi-goddess.

Githyanki dwell in huge castles on the Astral plane. These ornately decorated castles are avoided by all other dwellers on the Astral plane for the githyanki are infamous for being inhospitable to strangers.

A githyanki stronghold will be ruled by a supreme leader. This leader will be a fighter/mage of 10th/8th level or 11th/9th level. The supreme leader is the undisputed overlord of the castle with the power of life and death over all who dwell there. A typical leader will be equipped with 2-8 random magical items in addition to the weapons described above.

All castles have a retinue of 20-80 knights of 9th level that serve as the supreme leader's elite shock troops. They are fanatically loyal. There will also be up to 1,000 githyanki of lesser status.

Githyanki, having the ability to *plane shift* at will, often travel to the Prime Material plane. These treks across the planes often lead to the formation of underground lairs used to mount surface raids, though their hatred is more often directed against mind flayers. Outside the war with the githzerai, these raids are conducted largely for the perverse pleasure of the kill.

A typical githyanki lair on the Prime Material plane will contain the following:

One supreme leader	11th level fighter or 7th/8th level fighter/mage
Two captains	8th level fighter and 7th/6th level fighter/mage
One knight	8th level
Two warlocks	magics of 4th-7th level
Three sergeants	fighters of 4th-7th level
Two 'gish'	fighter/mages of 4th/4th level
20-50 lower levels	determined randomly using the table above, of 1st-3rd level

On the Prime Material plane, githyanki have a pact with a group of red dragons. These proud creatures will act as mounts and companions to the githyanki. When encountered on the Prime Material plane and outside their lair, a githyanki group will typically consist of the following:

One captain	8th level fighter
One warlock	4th to 7th-level mage
Five lower githyankis	fighters of 1st-3rd level

Such a group will have two red dragons as steeds, transporting between four and six githyanki per dragon. The dragons will fight for the safety and well-being of the githyanki but will not directly risk their lives, fleeing when the battle is turned against them. Just what the githyanki offer the red dragons in return for these services is unknown.

An interesting aspect of githyanki society is the apparent bond between military leaders and their subordinates. This bond allows a leader to give his men short, almost senseless commands (to human standards) and actually relay complex and exacting messages. Although this has no actual affect during the melee round, it often leads to more effective ambushes and attacks and allows complex military decisions to be relayed quickly.

Ecology: Githyankis have similar ecology to that of humans. However, the Astral plane does not offer the same type of environments as the Prime Material plane, so their cultural groups are much different. In a society where farmers and tradesmen are unnecessary, more unique, specialized groups have evolved.

G'lathk: The g'lathk, (admittedly nearly unpronounceable in human tongues) are the equivalent of farmers. Due to the barrenness of the Astral plane, the githyanki are forced to grow food in vast, artificial chambers. They rely upon a variety of fungi and other plants that require no sunlight to grow. The g'lathk are also experts in aquatic plantlife, sometimes tending gigantic water-gardens.

Mlar: Not all magic-using githyanki ever attain the power and self-discipline necessary to become wizards. Some use their magical talents in the field of architecture and construction. The mlar are such individuals, focusing their creative energies toward designing and constructing the buildings and structures used in day-to-day life in githyanki society. The mlar have developed their jobs into an art form.

Hr'a'cknir: The Astral plane has many strange energies moving through it. Some of these energies are obvious to the senses, such as heat and light. Others are not so easily observed. There are many psychic and strange astral energies that humans generally are not aware of. Being a psychically aware race, however, the githyanki cannot only sense these energies, but harness them too. The hr'a'cknir are the collectors of those energies. They are similar to the mlar, in that they use innate magical powers to perform their crafts.

More than humans, githyanki are hunters and predators. They will typically engage in raiding and plundering seemingly for the joy they derive from it. It is likely that the long centuries of enslavement of their race has caused the githyanki to bully those weaker than themselves.

Unlike humans, though, the githyanki never war amongst themselves. The split of the githyanki and the githzerai (*q.v.*) is the closest thing the gith races have known to civil war. Githyanki never battles githyanki. It is the unwritten rule of gith society and is never broken. This, too, may be an effect of the race's enslavement.

CLIMATE/TERRAIN:	Limbo
FREQUENCY:	Very rare
ORGANIZATION:	Monarchy/dictatorship
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional to genius (15-18)
TREASURE:	Individual P; Lair H×2
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	2-8 (away from lair)
ARMOR CLASS:	Variable
MOVEMENT:	12, 96 in Limbo
HIT DICE:	Per class and level
THAC0:	Per class and level
NO. OF ATTACKS:	Per class and level
DAMAGE/ATTACK:	Per weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	50%
SIZE:	M (6'tall)
MORALE:	Average to steady (8-12)
XP VALUE:	Per class and level

Githzerai are the monastic, chaotic neutral counterparts to the githyanki (q.v.). The two races share a stretch of time in history; the githzerai are the lesser and more repressed offshoot of the original people that the warrior Gith helped to escape the slavery of the mind flayers millennia ago.

Githzerai are very similar in appearance to their githyanki cousins, although they tend to look much more human. Their features are for the most part unremarkable, with vaguely noble countenance. Their skin tone is that of human caucasian flesh. Githzerai dress simply, wearing functional clothing and favoring conservative tones.

Combat: The githzerai are unadorned and ruthlessly straightforward with their combat and magic. Their strong resistance to magic seems to make up for their generally inferior fighting ability.

Class	Level (add 3 if thief)
01-55 Fighter	01-10 1st
56-75 Fighter/Mage	11-20 2nd
76-95 Mage	21-30 3rd
96-00 Thief	31-45 4th
	46-60 5th
	61-75 6th
	76-90 7th
	91-96 8th
	97-00 9th

The armor for each githzerai varies according to class. Mages have AC 10. Fighters and fighter mages have differing armor—AC 5 to AC 0 (6-1d6). Thieves have AC 7.

Githzerai have hit dice according to their class and level, and their hit points are rolled normally. Their THAC0 is determined per class and level, as well. Fighters and fighter/mages may receive more than one attack per round—other githzerai have one attack per round.

On rare occasions, a githzerai will progress as a thief. These thieves seem to have some significance to the strange githzerai religion. Although they are never known to become leaders in any capacity, these thieves are an exception to the maximum level of 9th, often progressing up to 12th level of experience. Just what role these thieves play is unknown.



Githzerai fighters of at least 5th level have use of *silver swords*. These magical weapons are *two-handed swords* +3 that, if used in the Astral plane, have a 5% chance of cutting an opponent's silver cord upon scoring a hit (see *The Astral Plane*, *DMG*, page 132), though *mind barred* individuals are immune. These weapons are of powerful religious value to the githzerai and they will never willingly allow them to fall into the hands of outsiders. If this happens, the githzerai will go to great ends to recover the weapon.

All githzerai have the innate power to *plane shift* to any plane. This is rarely done except to travel back and forth to the Prime Material plane where the githzerai have several fortresses.

Habitat/Society: The githzerai are originally an offspring of a race of humans that were freed from slavery under mind flayers by a great woman warrior named Gith. These men and women did not, however, choose to follow Gith's ways after they revolted against their slavers. Instead, they fell sway to the teachings of a powerful wizard who proclaimed himself king—and later, god—of the people. The githzerai then separated themselves from the githyanki, beginning a great racial war that has endured the long millennia without diminishing.

Githzerai can progress as fighters, mages, or fighter/mages, and thieves. They will rarely attain levels above 7th and, in any case, will never progress beyond 9th. The githzerai, who worship a powerful and ancient wizard as though he were a god (he is not), are destroyed before they have enough power to become a threat to their ruler.

If encountered outside of their lair, githzerai will usually be in the following numbers:

One supreme leader	9th level fighter or 4th/7th level fighter/mage
One captain	6th level fighter or 4th/4th level fighter/mage
Two warlocks	mages of 3rd-5th level
Three sergeants	fighters of 3rd-5th level

Three 'zerths' fighter/mages of 3rd/3rd level
20-50 lesser githzerai evenly distributed between the three possible classes and of 1st-3rd level

A thief, if present (10% chance), will replace one of the lower level githzerai and will be of 6th-10th level.

The githzerai dwell primarily on the plane of Limbo. They have mighty fortresses in that plane of chaos and their position there is very strong. Typically, one of these fortresses contains approximately 3,000 githzerai led by a single supreme leader. This leader has absolute control over the githzerai, including the powers of life and death.

The githzerai hold only a few fortresses on the Prime Material plane, but these are particularly strong holdings, with walls of adamantite rising as huge squat towers from dusty plains. Each houses approximately 500 githzerai, including a supreme leader.

On Limbo, however, the githzerai presence is very strong. Living in cities typically of 100,000 or more, the githzerai enjoy total power over themselves on an otherwise chaotic and unpredictable plane. One notable example of this is the city *Shra'kt'lor*. This large githzerai capital is composed of some 2,000,000 githzerai living in great power. *Shra'kt'lor* serves as both a capital and as a headquarters for all githzerai military matters. The greatest generals and nobles of the race meet here to plan githzerai strategy for battling both the githyanki and the mind flayers. There is likely no force on Limbo that could readily threaten the power of *Shra'kt'lor* or its many inhabitants.

One of the prime motivations among the githzerai is their war with the githyanki. These offshoots of Gith's original race are obsessed with this war of extermination. They often employ mercenaries on the Prime Material plane to aid them in battling the githyanki. The evil, destructive nature of the githyanki makes the hiring of mercenaries to fight them a relatively simple task.

Legend of the Zerthimon: In githzerai lore there is a central figure that is revered above all others—Zerthimon. The githyanki believe him to be a great god that was once a man. According to githzerai lore, when the original race broke free of the mind flayers, it was Zerthimon that opposed Gith, claiming that she was hateful and unfit to lead the people.

There ensued a great battle and the people were polarized by the two powers. Those that chose to support Gith became the githyanki. Those that supported Zerthimon became the githzerai.

Zerthimon died in the battle, but in his sacrifice he freed the githzerai from Gith. The githzerai believe that someday Zerthimon, in his new godly form, will return and take the them to a place on another plane.

Zerths are special among the githzerai, acting as focal points for the attention of Zerthimon. The githzerai believe that when Zerthimon returns for them, he will first gather all of the zerths and lead them to their new paradise. It might be said that the zerths are the center of githzerai religion. Unfortunately, they are not free from religious persecution.

The wizard-king (whose name is not known) that rules over the highly superstitious githzerai would like very much to stamp out the legend of Zerthimon. The wizard-king believes that this legend challenges his authority, and very likely it does. However, he

has never been able to rid the githzerai of this legend and he is now forced to tolerate it.

Rakkma bands: Although the githzerai are not a bitter or overly violent race, they still tend to hold a strong enmity and hatred for the race of illithids that originally enslaved the gith race so many thousands of years ago. By human terms, that may be a very long time to hold a grudge, but the githzerai see the mind flayers as the cause of the split of the Gith race and much of the hardships the githzerai are forced to endure. Thus large rakkma (in the githzerai tongue) bands are often formed to hunt mind flayers. These bands typically consist of 30-60 githzerai warriors led by the githzerai equivalent of a sergeant. For roughly three months, these bands will roam the outer and inner planes, searching for groups of illithids and destroying them utterly. The rakkma bands are very popular in githzerai society and it is considered to be an honor to serve in one.

The githzerai fortresses on the Prime Material plane tend to be very large affairs with great, impenetrable walls. Wherever these fortresses stand, they destroy the landscape for miles. No plants or animals live within many miles of the fortresses and the land is reduced to wasteland around them. It is not known if the effect is just the land's reaction to the "other-planar" stuff of which the castles are constructed, or if githzerai mages magically produce the effect in order to keep material beings away from these fortresses.

The most likely purpose of these fortresses on the Prime Material plane is to keep tabs on the githyanki. The githzerai, not being a particularly war-mongering or violent race, have no desire to conquer the Prime Material plane like the githyanki do. However, the githzerai realize that if their enemies have a strong hold on the Prime Material plane, they will become more powerful and thus will hold power over them. The githzerai carefully monitor the progress on the githyanki and lead coordinated, focused strikes against strongpoints of the githyanki, thus hampering their ability to expand and grow in the Prime Material plane.

During these attacks, the githzerai will not intentionally attack the natural denizens of the Prime Material plane (humans, demihumans, humanoids, etc.), but they will never sacrifice a well-planned attack on the githyanki just to preserve life. With the githzerai, the ends will always justify the means.

Like the githyanki, the githzerai really have no part in the Blood War (q.v.) of the fiends. They seldom venture to the lower planes, and only then for matters of absolute importance. The githzerai find the bloodthirsty, destructive nature of the fiends to be distasteful, so they will typically not deal with those creatures for any reason. They coexist with the slaadi, and githzerai are rumored to have mental powers beyond those described here.

Ecology: For as long as men have known of the ability to travel the planes, they have wondered at the natural power of the githzerai to wander from plane to plane at will. Although man and githzerai are not natural enemies, battles are frequently fought between the two races, due in part to some humans' desire to capture a live githzerai for study. To date, no such creature has been secured.

CLIMATE/TERRAIN:	Hades or prime
FREQUENCY:	Common (Hades) or very rare (prime)
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi-to average (2-10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-6 (Hades) or 1 (prime)
ARMOR CLASS:	3, 2, 1, or 0
MOVEMENT:	6, 9, 12, or 15 (D with wings)
HIT DICE:	6+3, 7+2, 8+1, or 9
THACO:	6+3 HD: 15 7+2 and 8+1 HD: 13 9 HD: 11
NO. OF ATTACKS:	By type of hordling
DAMAGE/ATTACK:	See attack table
SPECIAL ATTACKS:	See special attack table
SPECIAL DEFENSES:	See special defense table
MAGIC RESISTANCE:	0%, 5%, 15%, or 30%
SIZE:	S, M, or L
MORALE:	Unsteady (5-7)
XP VALUE:	Varies per hordling

Hordlings are the uncounted hordes of Hades. They form the majority of the population of that plane.

Hordlings are varied in size and appearance—no two hordlings look exactly alike. Some are large, some are small. Some are humanoid, some are amorphous. Some have wings, some do not. Some have tentacles, some do not. In short, there are as many different types of hordling as there are hordlings.

Hordlings have no standard means of communication.

Combat: Each hordling's characteristics are determined randomly. Note that these tables present all the characteristics that pertain to combat and flight. Other tables that give the appearance of the individual hordling are presented in Ecology.

Armor class, movement rate, hit dice, magic resistance, and size are determined by rolling a d4 separately for each characteristic on this table.

Roll	AC	MV	HD	MR	SZ
1	3	6	6+3	0	S
2	2	9	7+2	5%	M
3	1	12	8+1	15%	L
4	0	15	9	30%	H

Each of the physical attributes listed below require a d6 roll for each. Some of these attributes convey a combat attack, and are labeled with a parenthetical lower case letter, further explained in the Combat section.

Arms 1(1), 2(2-5), 4(6)

- 1 multi-jointed
- 2 telescoping *
- 3 short, thick
- 4 trunk-like
- 5 long, thin
- 6 tentacle

* reach is doubled

Legs 2(1-4), 3(5), 4(6)

- 1 long, thin
 - 2 short, bowed
 - 3 short, massive
 - 4 springing *
 - 5 hopping **
 - 6 telescoping ***
- * can spring 20'
- ** can jump 10' in any direction
- *** can add 50% to normal height



Hands/extremities

- 1 large, thick-fingered (g)
- 2 clawed (h)
- 3 taloned (i)
- 4 pincer (j)
- 5 barbed (k)
- 6 knobbed (l)

Feet/extremities

- 1 prehensile toes, long
 - 2 full hoofed (m)
 - 3 splayed hoofed (n)
 - 4 clawed (o)
 - 5 suckered
 - 6 full webbed *
- * swims at normal speed

Back

- 1 humped
- 2 hunched
- 3 knob-maned
- 4 bristle-maned
- 5 fan-winged *
- 6 bat-winged **

* flies 18—maximum of 9 on ground

** flies 12—maximum of 12 on ground

Tail

- 1 long, prehensile
- 2 short
- 3 long
- 4 long, clubbed (j)
- 5 long, barbed (k)
- 6 none

Strength

- 1 17 (+1/+1)
- 2 18 (+1/+2)
- 3 18/50 (+1/+3)
- 4 18/75 (+2/+3)
- 5 18/00 (+3/+6)
- 6 19 (+3/+7)

Mouth [large (1-4), huge (5,6)]

- 1 protruding tusks (a)
- 2 many small fangs (b)
- 3 long canines (c)
- 4 small tusks (d)
- 5 crushing teeth (e)
- 6 saw-toothed (f)

Having created a hordling, its combat proficiency is simple to calculate. First, its attacks must be tabulated, determined by the various mouth, arm, tail, and leg attributes determined above.

Attack Table—Damage

- a tusks: large 2-8; huge 2-12
- b fangs: small 2-8; large 2-8
- c long canines: large 1-6; huge 1-8
- d small tusks: large 1-8; huge 1-10
- e crushing teeth: large 3-6; huge 4-7
- f saw-toothed: large 1-3 (1-4 per round thereafter); huge 1-4 (1-6 per round thereafter)

- g blow: one hit 1-4 + strength; two hits strangle for 2-8 + strength
- h claw: 2-5
- i talon: 1-6
- j pincer: 1-4
- k barb: 1 per round and stuck fast (strength check to escape)
- l knob or club tail: 1-3
- m full hoof: 1-2
- n splayed hoof: 1-3
- o hind claw: 1-4

For example, a hordling found to have two claws, crushing teeth, and a strength of 18/00 would do 2-5/2-5/3-6 damage plus 6 points per hit for the strength bonus.

It is possible that a hordling will also have special attacks or defenses. One is 10% likely to have a special attack and 20% likely to have a special defense. Determine the exact nature of these abilities below.

Special Attacks Table

- 1 The hordling's breath is the equivalent of a small *stinking cloud* versus one opponent in a 3-foot range.
- 2 The hordling's gaze is equivalent to a *ray of enfeeblement* spell against one opponent in a 5-foot range.
- 3 The hordling's legs have a tripping ability equivalent to a *trip* spell against one opponent in melee.
- 4 The hordling's sound emanation is equivalent to a *fumble* spell against one opponent in a 5-foot range.
- 5 The hordling can do double attacks for 1 round once per turn.
- 6 The hordling has acidic spittle missiles with a 10-foot range, inflicting 2-8 points of damage, and can fire them once per turn.

Special Defenses Table

- 1 The hordling can only be harmed by weapons of +2 better magical enchantment.
- 2 The hordling is immune to fire and acid attacks.
- 3 The hordling is immune to cold, gas, and poison attacks.
- 4 The hordling is immune to electrical and *magic missile* attacks.
- 5 The hordling is unaffected by illusions and mental attacks (*charm*, etc.).
- 6 The hordling can regenerate 2-5 hit points per turn.

Those hordlings with hands or prehensile tentacles can use weapons.

Hordlings can use the following spell-like abilities, one at a time, one per round:

- *improved invisibility*
- *infravision*

Treat hordlings as having 5 hit dice for purposes of clerical turning of undead.

Habitat/Society: Hordlings are the vast majority of the population of Hades. There are an infinite number of hordlings on the infinite layers of Hades. They are without purpose or organization.

Hordlings are petty and vile. They roam Hades, attacking those weaker than themselves. They will tend to serve under strong leaders when possible, but very few beings will maintain a group of hordlings for very long. They tend to be unruly and untrustworthy. They are characteristically chaotic on an already chaotic plane.

Occasionally, demented or evil mages will attempt to summon hordlings to do their bidding. Normal means of summoning will always produce but a single hordling. The only known way to summon more than a single hordling into the Prime Material plane is the *Bringer of Doom*, a strange device created by arcane magic during the Age of Doom, a time so far in the past peculiar to Hades.

Bringer of Doom: So distant in the past is the Age of Doom that it cannot even be conceived of by mortals. This was a time of great lamenting, for the society of the beings that lived in that age was destroyed in the twinkling of an eye. The powerful magics and sciences became too great for those beings and their passions overcame their senses. In a great wave of power, the race destroyed itself, leaving behind no remnants save one.

Perhaps it would have been better that they left nothing behind, for the artifact known as the *bringer of doom* somehow survived that great holocaust. The *bringer of doom* is a small box with a strange, circular red gem set upon its top. If the gem is touched and depressed, the box itself will explode in a blinding flash of power and destruction. So great is the force of the blast that everything within 100 feet of the item (including the item's user and the item itself) are destroyed utterly.

The explosion opens a temporary, one-way rift to Hades from which 100-1,000 hordlings will pour forth and bring destruction down upon everything they encounter. There is a 10% chance that some other, greater fiend will come through the rift, as well.

The *bringer of doom* always reforms and manages to be discovered some time later.

Ecology: Hordlings have very little impact on their environment, since Hades has no ecology. They will typically devour whatever they destroy—which is usually other hordlings.

The fact that there is no readily available food supply on the lower planes makes the endless, relatively weak hordlings an ideal feeding stock for more powerful beings. Creatures such as the larva have some significance and will usually not be eaten by other fiends, but the hordlings are considered to be sufficiently worthless to be eaten.

The physical appearance of a hordling may be important for play, but is unnecessary for combat. The full appearance of a hordling can be generated here.

Color	Head	Head adornment
1 black-brown	1 wedge-shaped	1 bald
2 russet-red	2 conical	2 mane
3 orange-yellow	3 discoid	3 frills
4 olive-green	4 spherical	4 lumps
5 blue-purple	5 cubical	5 spikes (2-8)
6 gray-white	6 ovoid	6 horns (1-4)
Neck	Nose	Mouth-large (1-4), Huge (5,6)
1 thick	1 wide, protruding	1 out-thrust tusks (a)
2 thin	2 slits only	2 many small fangs (b)
3 long	3 hanging snout	3 long canines (c)
4 thrust forward	4 long, pointed	4 tusks (d)
5 snaky	5 large, many warts	5 crushing teeth (e)
6 none apparent	6 beaked	6 saw-toothed (f)

Overall visage

- 1 gibbering, drooling
- 2 glaring, menacing
- 3 twitching, crawling
- 4 wrinkled, seamed
- 5 hanging, flaccid
- 6 rotting, tattered

Ears 2(1-4) or 4(5,6)

- 1 large, pointed
- 2 small, pointed
- 3 drooping
- 4 large, fanlike
- 5 huge, humanoid
- 6 none

CLIMATE/TERRAIN:	Lower planes
FREQUENCY:	Common
ORGANIZATION:	Masses
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Any evil

NO. APPEARING:	10-100
ARMOR CLASS:	7
MOVEMENT:	3
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-5
SPECIAL ATTACKS:	Wounding, disease
SPECIAL DEFENSES:	Nil

MAGIC RESISTANCE:	Nil
SIZE:	M (5' long)
MORALE:	Unreliable (2-4)
XP VALUE:	35

Larvae are the evil dead from the Prime Material plane who led especially selfish lives. They are doomed to spend their wretched existences serving the whims of evil on the lower planes.

Horrible in appearance, larvae appear as giant worms approximately five feet long. They are sickly yellow in color and are covered with a thick, viscous, foul-smelling fluid. Instead of a worm's head, they have distorted humanoid faces resembling the mortals they were in life.

Larvae communicate with one another through basic body language that cannot be interpreted by anyone else.

Combat: Larvae have essentially no will of their own, simply laying in giant, quivering masses on the grounds of Hades. However, when so commanded by something of greater power than their own—which is just about anything ambulatory in Hades—larva will attack *en masse*.

These foul creatures will inflict a painful bite for 2-5 points of damage that will bleed for an additional point of damage per round until bound. In addition, anyone bitten by a larva must make a saving throw vs. poison or contract a rotting disease. Those contracting the disease will develop a painful skin rot. After three weeks, they will lose 4 hit points a day unless they lie absolutely still. After one month, they will die. A *cure disease* spell will destroy the disease.

Habitat/Society: Larvae are herded by night hags who use them as bargaining chips in Hades. The larvae are sought after by most of the lower planar powers because they are used to form quasits and imps. Powerful lichs also seek larvae because they feed off the creatures' energies to maintain their immortal, undead status.

The night hags will use the larvae in the huge land-wars that occur on the plane of Hades (although only immortal creatures like the fiends can understand why battles for land occur on a plane that is infinite in size). The night hags will trade larvae to the lower planar denizens to keep them from entering their territory. The hags will also trade larvae to the lichs for destroying those creatures that refuse to trade. It is a complex and wholly evil bar-



tering system that is perpetuated by the growing numbers of lower planar inhabitants.

If any rumors exist of the mighty fortress/palace of Malsheem on Hell's ninth plane, they are few and far between. There is one particular future event that is spoken of between the most powerful of baatezu: the *bringing*. The Dark Eight plot to enact *The Bringing* to ensure the total destruction of their hated enemies, the tanar'i. The rituals used to invoke *The Bringing* will be long and dangerous (although whatever being could put a mighty pit fiend in danger can only be guessed at) and titanic magical energies will be released. To fuel the great spell, the actual life essence of a thousand times a thousand larvae must be utterly destroyed. Although it is uncertain whether or not this is merely rumor, it is known that the baatezu have been acquiring larvae from the night hags at an unusually rapid pace.

Ecology: Larvae are actually very useful to the "ecology" of the lower planes. They are the sole means for creating imps and quasits. Since the imps and quasits might later advance to become greater fiends, it can be said that larvae are the foundation of the population of the lower planes.

There is no real criteria for selecting larvae to be made into greater creatures. Since all larvae are considered to be equally lowly, they are just randomly selected when the need for other types of creatures arises. How the larvae are transformed into greater creatures depends wholly on the race of fiends doing the transformation. The baatezu, for example, will cast the larvae into one of the many pools of flame found on their plane where the larvae must endure the suffering for 11 days. Once their time in the pool is complete, they emerge as the new creature, perhaps a little crueler than they were before they entered. Other fiends have different ways to advance larvae.

Maelephant

MC8

CLIMATE/TERRAIN:	Lower planes
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil (see below)
ALIGNMENT:	Lawful neutral (evil)
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	8+2
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/2-12
SPECIAL ATTACKS:	Crush, charge, cause memory loss
SPECIAL DEFENSES:	Regeneration, +1 or better weapons to hit
MAGIC RESISTANCE:	30%
SIZE:	L (9' tall)
MORALE:	Fearless (19-20)
XP VALUE:	21,500

Maelephants are frightening beasts that act as guardians in the lower planes. They are large, roughly bipedal creatures with huge, pachyderm heads. Their trunks end in a vicious barb used in combat. The maelephant's appearance is at once terrifying and fascinating.

Maelephants speak their own language, and many know the common tongue, as well.

Combat: Maelephants attack with their powerful claws and their wicked trunk-spike. The claws inflict 1-6 points of damage per hit. They may also attack with their cruel trunk-spike that causes 2-12 points of damage per hit. If both claw attacks hit in the same round, the opponent is held fast. When held fast, the victim will suffer 1-3 points of crushing damage per round and subsequent spike attacks will automatically hit. If the victim can make a successful strength check with a -10 penalty, or if greater than 12 points of damage is inflicted on the maelephant, the victim breaks free.

Maelephants are fond of charging into combat. This increases their movement rate to 18 and gives them +2 on their attack rolls for the round.

These creatures also have an impressive breath weapon. Three times per day, a maelephant can breath a noxious cloud of vapor that is 10 feet wide and extends 30 feet in front of the creature. Anyone caught within this cloud must make a saving throw vs. poison or suffer a complete memory loss. The memory loss will last until a *neutralize poison* spell is used (*slow poison* will have no effect). Because the gas must come in contact with skin to be effective, anyone who is wearing clothing that covers at least 50% of their body will gain a +2 bonus to their save.

Maelephants have an array of spell-like abilities they can use one a time, once per round:

- *alarm*
- *bind*
- *blade barrier*, 3 times per day
- *entangle*



- *gust of wind*
- *light*
- *polymorph other*, 3 times per day
- *true seeing*
- *warp wood*

Maelephants are immune to attacks from nonmagical weapons. They are never surprised and have infravision to 240'. Their auditory and olfactory senses are double the human norm. These lower planar denizens will regenerate at a rate of 2 hit points per melee round. When guarding something, a maelephant need never roll morale checks. It will fight until victorious or dead.

Habitat/Society: Maelephants are common guardians of the lower planes. Commonly, powerful lower planar creatures will strike a bargain with a maelephant to guard an item or area. The term of service is typically 100 years. During that time, the maelephant will be absolutely loyal to the terms of the agreement and will fight to the death to perform its instructions.

Maelephants are never seen in groups. They will never guard with another maelephant. In fact, whenever two of these creatures see each other, they will fight to the death. This obligatory blood-letting is suspended if one of the maelephants is performing a term guardianship.

Ecology: Originally, maelephants were created by the Dark Eight, the rulers of the Nine Hells, as servants. The quality of obedience was considered paramount, and so was bred into their behavior more powerfully than all other considerations. How these creatures multiplied in numbers and left the exclusive service of the Dark Eight is unknown. In the lower planes, when beings of power want something important looked after, they will often seek out a maelephant.

CLIMATE/TERRAIN:	Nirvana (and upper planes)
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1-6
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	8-80
SPECIAL ATTACKS:	Cause disease
SPECIAL DEFENSES:	+3 or better weapons to hit, regeneration
MAGIC RESISTANCE:	10%
SIZE:	L (12' tall)
MORALE:	Elite (13-14)
XP VALUE:	36,000

Maruts are the servants of the gods throughout the upper planes. They go forth from Nirvana and spread the will of those gods to all the outer planes.

These great creatures look like red-eyed, unliving giants carved from polished black stone. They seem to be fashioned out of a single piece of stone with no discernable joints. Maruts are typically covered in golden armor with wide plates on the shoulders and armbands.

Maruts have no input of their own, and therefore do not speak. They can, and often do, relay messages given to them. They understand all languages.

Combat: Maruts are awesome opponents indeed. Their physical attack alone is enough to fell all but the most powerful opponents, inflicting 8-80 points of damage from a single, mighty punch.

Maruts have the following miscellaneous spell-like powers they can use one at a time, once per round, at will:

- *animate object*
- *blink*
- *cause disease*, against any target within 60 feet
- *continual light*
- *control winds*, 3 times per day
- *deafness*
- *earthquake*, 1 time per day
- *hold person*
- *lightning bolt*, 8-die strength
- *shades*

Maruts are immune to attacks from weapons of less than +3 magical enchantment. They will regenerate 5 hit points per melee round. Maruts are immune to acid-based attacks. They will take but half damage from *cold* and *fire*-based spells. *Trap the soul* and related magics do not affect the maruts. They also are immune to *death* spells.

Habitat/Society: Maruts exist for the service of their god. These creatures will spread the will of their god, be it a god of disease, love, or magic, wherever they go.



Maruts will interact with others only if it directly involves the service they are currently performing or if they are being hindered from performing that service. In fact, unless they are *directly* hindered or affected they will move about, seemingly mindless of what occurs around them. This is, however, simply a deception and nothing could be further from the truth. Maruts are highly intelligent and keenly alert of their environment. Little happens nearby that these creatures are not aware of.

Although it would seem that the maruts are evil creatures, in truth they are not. These creatures are servitors only, obeying the will of their masters to the letter. At times, when the situation warrants it, their masters may even send them off to aid a deity of another alignment. Of course when the activities of the maruts in question stop serving their master's will, they will leave the scene immediately.

Ecology: Maruts are enchanted golems imbued with intelligence and sentience. The marut itself is constructed from pure onyx and is likely worth hundreds of thousands of gold pieces.

Maruts are totally noncontributory to the ecology. They exist only to spread the will of their masters or to serve those whom their master has chosen. They tend to spread the will of their original master even when assigned to other tasks.

Maruts are created directly from the will of Rudra, the Indian god of disease. Because one of Rudra's favored activities is spreading disease, her maruts will often be destructive to their environment, spreading disease to animals, plant-life, and sentient beings. Often the Indian god will give a marut to a fellow power as a gift for services rendered. In fact, Rudra has found times when it serves her ends to assist the causes of good. In those times, her maruts have been found in the direct service of a good deity.

All maruts were originally created by Rudra, but have changed hands a thousand times since.

CLIMATE/TERRAIN:	Nirvana
FREQUENCY:	Very rare (see below)
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Genius (17-18)
TREASURE:	Nil
ALIGNMENT:	Lawful Neutral

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1

DAMAGE/ATTACK:	2-24
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below

MAGIC RESISTANCE:	90%
SIZE:	M (5' diameter)
MORALE:	Average (8-10)
XP VALUE:	See below

Mediators are the balancing forces in Nirvana. They ensure that all things, light and darkness, liquid and solid, etc., maintain their perfect balance and harmony.

Mediators look like a cluster of geometric shapes made of a strange green crystal. They are roughly spherical in shape, prickling with protuberances: squares, triangles, trapezoids, and spheres of all sizes stick out in all directions.

Mediators communicate through empathy—they cannot communicate with undead.

Combat: Mediators will rarely enter combat unless it is to balance out an already existing battle. When they do attack, it is with a piercing green ray of light that inflicts 2-24 points of damage per hit and ignites all combustibles. The ray has no range modifiers—the mediator can fire it on any target it can see.

Mediators have a special power. They can, in essence, create anything or do anything as long as it is directly relating to maintaining balance in Nirvana. For game purposes, this means that they have unlimited *wish* spells available, but for the purposes of balance alone. For example, if the amount of liquid matter in Nirvana begins to exceed the amount of solid matter, a mediator can literally transform liquid to solid until the balance is restored. If two groups are battling with each other, the mediators can cause the sides to even out by destroying combatants until the sides are equalized or even by telekinetically stopping the battle. With so omnipotent a power, it is fortunate for some that there are only three mediators known to exist in Nirvana.

Since their own destruction would be the greatest threat to balance possible, the mediator *wish* ability can be used to save themselves from danger. Without even a conscious effort on their part, the mediators can affect any being trying to attack them, no matter from where or in what manner the attack is launched. The attacker will immediately undergo an alignment shift to absolute neutral and, therefore, cease its attack. Simply put, a mediator cannot be killed, so there is no experience point total listed for them.

Habitat/Society: The sole purpose of the mediators is to maintain balance. It is irrelevant whether the balancing is of good and evil, light and darkness, liquid and solid, etc. The mediators only know balance. They will be heedless of anything except this symmetry of existence, even of sentient life. They are certainly not evil in this respect, but rather they are amoral in their drive for



perfect equilibrium.

Mediators have gained an almost godlike reputation in Nirvana. They are rarely seen, and when they appear it is generally in order to effect tremendous change in the name of equilibrium. It must be remembered that even those beings of true neutral alignment are not perfectly balanced beyond slight error or deviation. Neutrality tends to be inhibited, in some cases, by emotion. The mediators, however, are neutrality unfettered by emotion. They are perfectly objective judges and are incapable of bias. This often causes them to be viewed by some as evil and uncaring.

Ecology: The legend of the mediators is an interesting one. It is not certain whether the legend is true or not—that is something lost to the mists of time.

Eons ago, when the outer planes were first forming, the powers of creation gathered and divided existing space among them. They created planes of certain alignments that were used as homes of the corresponding powers. There were great arguments between powers of the same alignment but slightly differing viewpoints, thus were 17 individual planes created when only nine alignments exist.

When the plane of Concordant Opposition was created, it was to be the home of the neutral powers. From there they could send out their influences to maintain balance and order. But the neutral powers bickered because they disagreed how to organize and construct the inner areas of the plane. Each tried to exert his own individual influence, causing the plane to become unbalanced.

When the powers of creation saw what had happened, they cast the powers of neutrality out of Concordant Opposition, thus closing it off to all beings. They created Nirvana with its perfect harmony and giant clockwork, and sent the powers of neutrality there to live. In order that the neutrals not corrupt Nirvana as they had done with Concordant Opposition, the powers of creation made the mediators and gave them great power and influence over balance. Three mediators were made, one each for the Lights of Balance that shine now at the center of the mysterious and forbidden plane of Concordant Opposition.

CLIMATE/TERRAIN:	Elysium and prime
FREQUENCY:	Rare
ORGANIZATION:	Solitary or small pack (see below)
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High to exceptional (13-16)
TREASURE:	Nil
ALIGNMENT:	Neutral good

NO. APPEARING:	1 or 2-8 (see below)
ARMOR CLASS:	0
MOVEMENT:	30, bipedal 9
HIT DICE:	9+3
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-12
SPECIAL ATTACKS:	Bay, howl
SPECIAL DEFENSES:	Shadowy hypnotic pattern, +2 or better weapons to hit
MAGIC RESISTANCE:	25%
SIZE:	M (3' at shoulders)
MORALE:	Fanatic (17-18)
XP VALUE:	30,500

Often mistaken for baneful monsters, moon dogs are native creatures of Elysium and champions of the causes of good. They often appear in the Prime Material plane to fight evil wherever it shows itself.

Moon dogs look very similar to large wolf hounds. Their strange heads are slightly human in appearance, giving the animals a very intelligent look. The creatures' forepaws are adaptable, giving the moon dogs the ability to travel bipedally or on all fours. They are dark colored animals, ranging from dark gray to deep black. Moon dogs have amber eyes.

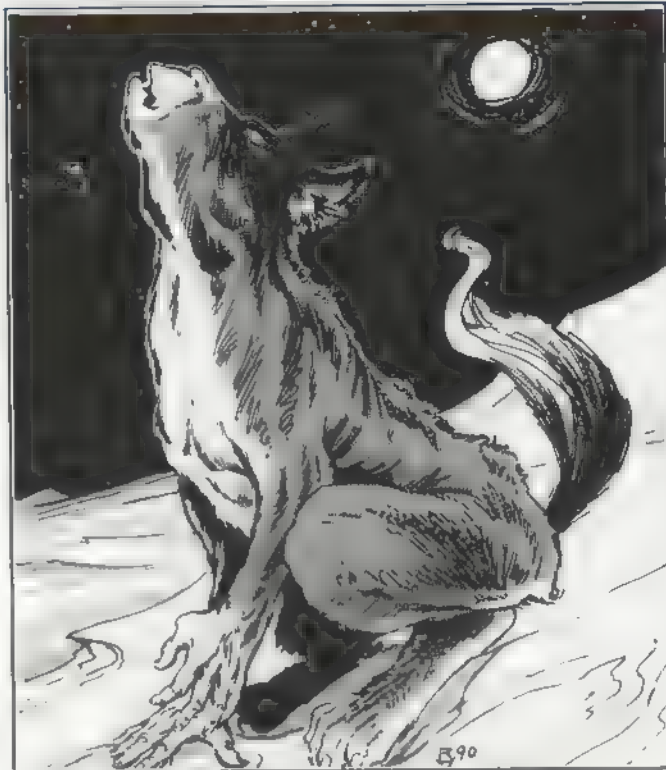
Moon dogs speak their own language, and they can communicate with all canines and lupines as well. They can speak common using a limited form of telepathy.

Combat: Woe to those who enter combat with a moon dog. These creatures of good are potent fighters and merciless against evil. Their powerful bite inflicts 3-12 points of damage.

Moon dogs prefer to attack with their keening howl. This baying is harmful to evil creatures only. Any evil creature within an 80 foot radius of a baying moon dog is affected as by a *fear* spell cast at 12th-level of magic use. Additional moon dogs baying have a cumulative effect. The *howling* will also cause 5-8 points of damage per round to evil creatures within 40 feet. In addition, the *howling* will cause intense physical pain to extra-planar creatures of evil alignment so much that they are 5% likely per moon dog howling to return to their plane. Moon dogs can *whine* to dispel illusions or *bark* to dispel evil, once per round.

The following spell-like powers (at 12th-level of use) are available to a moon dog one at a time, once per round, at will:

- *change self*, 3 times per day
- *cure disease*, by lick, 1 time per individual per day
- *cure light wounds*, by lick, 1 time per individual per day
- *dancing lights*
- *darkness*, 15' radius
- *detect evil*, always active
- *detect invisibility*, always active
- *detect magic*, always active
- *detect snares & pits*, always active
- *improved invisibility*
- *light*
- *mirror image*, 3 times per day
- *non-detection*



- *shades*, 1 time per day
- *slow poison*, by lick, 1 time per individual per day
- *wall of fog*

Moon dogs can become ethereal and have the ability to travel in the ethereal and Astral plane at will. They have superior vision equal to double normal vision, including 60' infravision. Combined with an unusually keen sense of smell and hearing, this grants moon dogs the detection abilities listed above, plus the ability to detect all illusions. Association with a moon dog for one hour or more removes *charms* and acts as a *remove curse*.

When in shadowy light, a moon dog is able to move in such a way as to effectively create magic equal to a *hypnotic pattern* of shadows. Only evil creatures will be affected. At the same time, each creature of good within the area will effectively gain a *protection from evil* and *remove fear* spell benefit. Moon dogs may not attack or perform any other action when weaving this pattern of shadows. It requires one full round to weave and extends to a range of 50 feet. The moon dog can *dispel magic*, but doing so will force it back to its own plane immediately.

Moon dogs may be damaged only by +2 or better magical weapons. They are never surprised (due to their keen senses) and cause opponents to subtract 3 from their surprise rolls. Moon dogs are immune to *fear* spells. They make all saving throws at a +2 bonus and takes half or quarter damage.

Habitat/Society: Moon dogs are native to the plane of Elysium. They are champions of good and will often travel about the upper planes and the Prime Material plane to challenge evil.

Moon dogs are friendly to all good and neutral races and those friendly to those races. They will not long associate with anyone because they are constantly on the move, hunting evil.

Ecology: Moon dogs will often communicate with communities of men, using their telepathy, in order to locate trouble spots among them.

CLIMATE/TERRAIN:	Beastlands
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Godlike (21 +)
TREASURE:	Nil
ALIGNMENT:	Neutral good (chaotic)
NO. APPEARING:	1
ARMOR CLASS:	-5
MOVEMENT:	Fl 48 (A)
HIT DICE:	20
THACO:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Wind and cloud related magic
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	80%
SIZE:	G (undetermined dimensions)
MORALE:	Fearless (19-20)
XP VALUE:	58,500

Also known as "faces in the clouds" and "eyes of the gods," mortai are powerful creatures of the air. They are strange and unexplained enigmas found in the skies of the Beastlands.

Though not often seen, mortai appear as great clouds that literally span the horizon. Along the surface of the cloud are spread faces of various humans, humanoids and demi-humans. The center of the cloud seems to pulse with a golden light and crackle with immense power.

When they choose to speak with mortals, mortai call up a booming voice of wind and thunder—they can speak all languages.

Combat: Mortai are mighty beings with lofty ideals, placing them above petty battles and common squabbles. Occasionally, however, they are forced into combat. Their physical attack consists of a 10-die bolt of lightning. They may use this once per round with no limit to the number of bolts in a given combat situation.

However, mortai are extremely able denizens of the air, and are masters of their environment. As such, it is quite difficult to gain position or advantage enough to actually attack a mortai. First of all, they are very high in the air, making them difficult to reach. Secondly, by their nature, mortai are able to use a variety of spell-like abilities, all at 20th-level of magic use:

- *aerial servant*
- *air walk*, cast on another creature
- *call lightning*, ability given to another
- *cloudkill*, 7 times per day
- *conjure elemental*, air only
- *control weather*, 3 times per day
- *control winds*
- *death fog*
- *dust devil*
- *fog cloud*
- *gust of wind*
- *ice storm*
- *rainbow*
- *rainbow pattern*
- *whispering wind*
- *wind walk*
- *wind wall*



By nature, mortai will always avoid combat. Their impressive movement rate in the air makes them difficult to catch. Mortai will always flee from combat, even against obviously weaker foes. They will not be goaded into fighting by threats, insults, etc. They will not attack creatures because of their actions or alignment, resorting to combat only when forced to fight.

Habitat/Society: The great beings in the sky are seemingly godlike in their position. If they have purpose it is unknown. They will, however, often interact with men, giving them knowledge and holding discussions of philosophy with them. To this end, mortai can use *legend lore* at will. This spell is cast instantly and is always accurate.

It is thought that perhaps the mortai are collections of good—if not slightly chaotic—spirits. Sages have recorded that during discussions with a mortai, they have heard faint voices and laughter from amongst the clouds.

Another interesting characteristic of mortai is their tendency to perform what appear to be mild pranks. These great beings have been known to cause a wind to continually blow someone's hat from their head, or cause a small rain cloud to follow a man for hours. These pranks are never evil and never harmful to life and limb, but at the same time are seemingly without purpose.

Ecology: How the mortai affect the weather and meteorologic conditions in the Beastlands is unknown. Rain and other weather conditions seem to be independent of the mortai, although they can appear as any type of cloud they wish, including dark and foreboding storm clouds.

CLIMATE/TERRAIN:	Lower planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	Cause disease
SPECIAL DEFENSES:	Spell immunity, +3 or better weapons to hit
MAGIC RESISTANCE:	65%
SIZE:	M (5' tall)
MORALE:	Average (8-10)
XP VALUE:	16,000

Night hags are the foul inhabitants of Hades and, for all intents and purposes, the rulers of it. They are wretched looking females with hideous dark blue-violet skin, jet black hair, and glowing red eyes. They have long, wicked claws on their hands and feet and foul, rotting fangs hang threateningly out their dry, festering lips.

Night hags speak multiple languages, preferring those that help them in their dealings with evil beings.

Combat: Night hags are thoroughly evil and hate all forms of good. A night hag will attack any good creature without cause if she feels she has a reasonable chance of victory.

In physical combat, a night hag can attack with her disgusting bite, inflicting 2-12 points of damage. Anyone so bitten must save vs. poison or be inflicted with a disease. Night hags also have a bewildering variety of spell-like abilities with which they can defeat good creatures:

- *know alignment*
- *magic missile*, 4 missiles per casting, 5 times per day
- *polymorph self*
- *ray of enfeeblement*, 3 times per day
- *sleep*, special

A night hag will often try to secure a mortal life in order to turn it into a larva. Toward this end, they can cast a very powerful *sleep* spell that affects up to 12th-level monsters or characters unless the victim makes a saving throw vs. spells. Night hags will use this spell against those of great good or even those of very selfish evil. When the victim is sleeping, the hag will strangle him to death and take his soul to Hades as a larva to be used as a macabre form of currency.

If the *sleep* spell fails, the night hag will visit the victim nightly in ethereal form, which it can assume at will, intruding upon the victim's dreams. In this way the night hag hopes to drive the victim mad, invading the dream world to ride upon the victim's back until dawn. The night hag cannot be removed from the back by the victim, and each nightly ride permanently drains one point from the victim's constitution. When the victim's constitution reaches zero, the victim dies, and the night hag returns to Hades with the larval life-force. The only way to defeat a riding night hag is to destroy it either in its normal or ethereal form.

Both the *sleep* and dream intrusion can only be used against a



mortal who displays selfish evil. The hags use this as an opening through which they can invade. Beings of actual good cannot be so harmed.

These foul creatures carry a special periapt called a *charm of blackness*. These amulets are created by night hags deep in the pits of Hades. They will cure any disease the possessor contracts instantly and automatically. They also give a +2 bonus to all the hag's saving throws. If one of these periapts should fall into the hands of a creature of good alignment, it will function fully but will decay 10% with each usage until it is destroyed. Night hags lose their ability to become ethereal without their periapt (but it will not give any other being the power to become ethereal). Therefore, they will go to great extent to retrieve their periapt if lost. It takes one month and 100 larvae to create another.

Night hags are immune to the effects of *charm*, *sleep*, *fear*, *fire*, and *cold*-based attacks. A silver, cold iron, or +3 or better weapon is needed to harm them.

Habitat/Society: Night hags have no real social structure. They are the rulers of Hades by default, not through planning and power. There are just so many of these creatures that they seem to have inherited the plane.

They are the shepherds and herders of the larvae. Night hags will round up these pathetic creatures and imprison them by the hundreds. Fiends of all types will barter with the night hags for larvae. Tanar'ri (q.v.) and baatezu (q.v.) alike require larvae for their quasits and imps.

One of the most gruesome dealings the night hags have is with liches. These undead lords will often go to the night hags and trade power for larvae that they use to perpetuate their undead condition.

Ecology: Night hags may be the deepest evil in the lower planes. They are the only lower planar inhabitants that will actually seek out men on the Prime Material plane and kill them for the purpose of taking their souls. They will destroy any life form that they can overpower. Night hags are mercilessly wicked.

CLIMATE/TERRAIN:	Lower planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	-4
MOVEMENT:	15, Fl 36 (C)
HIT DICE:	6+6
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	4-10/4-10/2-8
SPECIAL ATTACKS:	Burning hooves
SPECIAL DEFENSES:	Paralyzing cloud
MAGIC RESISTANCE:	Nil
SIZE:	L (6' at shoulder)
MORALE:	Elite (13-14)
XP VALUE:	2,000

Nightmares are the evil steeds of the lower planes, often serving as mounts for baatezu, tanar'ri, night hags, liches, and powerful undead lords.

They look like large, powerful horses with a jet black coat. Nightmares have glowing red eyes, flaming orange nostrils, and hooves that burn like embers. Their flowing manes and great tails are ragged and wild.

Nightmares can understand commands from evil riders. They communicate among themselves by empathy.

Combat: Nightmares are hateful of material life. They will often attack any non-lower planar creature they encounter (and will sometimes attack the lower planar creatures, too). They have vicious fangs that inflict 2-8 points of damage on a successful bite. Their burning hooves each inflict 4-10 (1d6+4) points of damage per attack and will set any combustibles on fire.

During combat, the excitement and fervor of the fight will cause nightmares to emit a smoking, hot cloud of noxious vapors. It blinds and chokes all those within 10 feet of the evil steed. Victims must make a saving throw vs. paralyzation or be at a -2 penalty on their attack and damage dice.

Although they have no wings, nightmares are able to magically propel themselves through the air at an impressive rate. They may fly through the Astral and Ethereal planes at will.

Habitat/Society: Nightmares are the servitor steeds of many lower planar creatures. They are intelligent, however, and cannot be treated as casually as a simple horse. They will willingly and gleefully serve as a mount for any mission involving evil. However, for the unwary rider, a nightmare's own ambitions can prove to be insurmountable. These hateful steeds will often do what they want rather than follow the wishes of their "master." In many ways, a nightmare poses the same problems as magical weapons with large egos.

Anyone on the lower planes who is not a native thereof can attract the attention of a nightmare to secure it as a mount. The process involves several spells as well as an offering for the creature's service. The summoning requires a mage or specialist wizard of at least 5th level. The following spells must all be cast by the same spell-user. First, the mage must cast a *mount* spell. This conjuration is used to attract the attention of the nightmare. Next, a *monster summoning III* spell must be cast to bind the



nightmare into service. When that is complete, a *wall of fog* spell is cast. If all of this is done properly, the nightmare will come galloping through the fog, nostrils flaring and eyes gleaming, ready to perform in the service of evil. Lastly, an offering is required. This may be given by anyone, not just the spell caster. The offering must be oat-like flakes made from platinum that the nightmare will eat. The flakes must be of at least 200 gp value. Whoever feeds the oats to the nightmare will be its master for 72 hours.

Creatures of the lower planes do not perform these steps to summon a nightmare. It is unknown what dark agreement they make for a nightmare's service.

Once per decade, on the plane of Hades, there is a dark and sinister time called *Gloom Meet*. At this time the various lower planar denizens will meet and decide how they will spread their will for the next decade. The nightmares play a special role in *Gloom Meet*, for they spread the word that the meeting is about to begin. As the *Gloom Meet* approaches, there is a higher concentration of nightmares and their frequency changes from very rare to uncommon. This is the first indication that *Gloom Meet* is to occur, and lasts for approximately two weeks. Immediately prior to the meeting, the nightmares ride the planes in a terrifying charge that notifies all that the *Gloom Meet* has started.

Ecology: Nightmares are the wild steeds of the planes. It is their place in the lower planes to act as mounts for missions of evil and dread. They have no biological link to true horses. A nightmare is merely a foul minion of evil, without need of food or air, that through some unknown pact has taken the form of a huge, terrible steed. Nightmares are listed as carnivores, based solely on their habit of eating fallen foes whenever possible. However, there is nothing to indicate that the nightmares derive any of their sustenance from the flesh of animals—they more likely gain all their strength through their service to evil.

CLIMATE/TERRAIN:	Seven Heavens
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Dusk, night
DIET:	Carnivore
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	G
ALIGNMENT:	Lawful good
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	1, Fl 36 (C)
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-8/2-8/2-5
SPECIAL ATTACKS:	Swoop
SPECIAL DEFENSES:	Surprise
MAGIC RESISTANCE:	30%
SIZE:	M (20' wingspan)
MORALE:	Champion (15-16)
XP VALUE:	7,000

Noctrals are the owl-like inhabitants of the Seven Heavens. These giant creatures are the benevolent advisors to the other citizens of the Seven Heavens and, as such, are excellent sources of information.

These huge birds look like larger versions of the common owl. Their tremendous wingspan is around 20 feet, that, spread to its fullest, makes them an impressive sight to behold. Like owls, noctrals have heart-shaped faces and huge eyes with protective inner eyelids. Their glossy feathers range from a deep russet to gray to black. Noctrals have a gentle hooting call, but otherwise do not speak (except through magic).

Noctrals communicate with mortals using telepathy, and with animals using their *speak to animals* ability.

Combat: Like owls, noctrals are powerful and dangerous predators. They are capable of fast, deadly attacks. Noctrals attack from the air giving them a claw/claw/bite attack. Their large, razor-sharp claws inflict 2-8 points of damage per strike and their beaks inflict 2-5 points.

Noctrals also have the ability to make a diving swoop attack. They must have at least 50 feet of room to make the attack and it can only be performed one time per two melee rounds, during which time no other attacks may be made. No beak attack is possible with a swoop, but the claws are at +2 on the attack dice and inflict double damage (4-16 points each). When a noctral is diving, it is more difficult to hit, giving attackers a -2 penalty on their attack dice.

Physical attacks are seldom used by noctrals, however. They are kind and peaceful creatures that abhor combat and violence. Noctrals often avoid combat using their spell-like abilities:

invisibility
legend lore, 3 times per day, 15th level of magic use
speak with animals
tongues

Noctrals' eyes are well adapted to poor lighting. They can see in total darkness as well as a human can see in daylight. Noctrals' hearing has a range four times greater than that of a normal human. These increased senses make surprising a noctral extremely



difficult. During the time from sunset to sunrise, noctrals cannot be surprised. During daylight hours (during which they are normally sleeping), noctrals can only be surprised on a 1-2. In addition, noctrals fly in total silence so that others have a -6 penalty on their surprise rolls versus noctrals.

Habitat/Society: The true power of a noctral is its knowledge. They are "the keepers of lore and the knowers of history." Those who are in need of information in the Seven Heavens will come to a noctral for help. They can use their powerful *legend lore* ability as they see fit. They are also the "knowers of history" and as such are 80% likely to know any historical fact pertaining to the history of the Seven Heavens. Each noctral also has an area of expertise much like a sage. Within their area of expertise (i.e. astrology, mathematics, etc.), noctrals are 80% likely to know any particular fact.

Noctrals also have the privilege of being advisors to the gods. The various powers of the Seven Heavens and other upper planes will often seek out noctrals for advice or in search of knowledge. This role makes them special friends to the great powers and, of course, allows noctrals to exist under their protection. If a noctral is ever attacked or killed, it is 50% likely that some upper power will notice and take direct retribution. This retribution will be either in the form of direct intervention (only 5% likely) or by sending a powerful good servant to the aid of the noctral (95% likely).

Ecology: It should be noted that although noctrals are wise beings and a higher life form than a common owl, they are still predators and hunt keenly for their food. As dictated by their good nature, they will only hunt unintelligent prey. It is not uncommon for a stately noctral, while in the middle of a lengthy discourse on some matter of arcane knowledge, to excuse himself, swoop down upon a rabbit, then rip it apart and eat it while he continues to lecture.

CLIMATE/TERRAIN:	Upper planes
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1
ARMOR CLASS:	-1
MOVEMENT:	12
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-20 (+3 or +6)
SPECIAL ATTACKS:	Magical weapon
SPECIAL DEFENSES:	Never surprised, regeneration, never check morale, +1 or better weapons to hit
MAGIC RESISTANCE:	50%
SIZE:	M (6' tall)
MORALE:	See below
XP VALUE:	27,500

Pers are the guardians of the portals of the upper planes. They are tireless warriors and guardians of those gates.

Pers look like well muscled humans of great fighting prowess. They are dressed in bronze or steel armor of elaborate decoration. They wear huge helmets, often adorned with large plumes or various other ornaments. They carry great, frost-covered swords of intelligence and magical power. Although these guardians are not evil in any way, their countenance and appearance is grim and foreboding.

Pers speak the languages they knew in life and the common tongue.

Combat: Pers have *truesight* and are never surprised. They are continuously protected by an aura that has the effect of a *shield* spell. Pers regenerate three hit points per melee round. They are absolutely fanatical warriors and will never leave their post. If challenged, pers will battle to the death, never checking morale.

Pers carry great two-handed swords that they can wield for 2-20 points of damage per hit. The swords are intelligent, magical weapons. Each is a *sword* +3, *frost brand*, +6 vs. *fire-using/dwelling creatures* (see DMG, page 185). These intelligent *frost brands* are imbued with the essence of a servitor of an upper power. Each has an alignment of lawful neutral, an intelligence of 15, and ego of 18, and the following special abilities:

- *confusion*, special purpose power, 2d6 rounds
- *detect evil/good*, 10' radius
- *detect invisible objects*, 120' radius
- *detect magic*, 10' radius

The *purpose* of these weapons is to guard the portals between the planes from unauthorized intruders. They speak the common language. Pers are in total agreement with their weapons so there is no conflict with its ego. However, if another being tries to use the weapon, there will be conflict.

Pers also have a number of spell-like powers that they can use at will, at 10th level of spell-use, once per round or as stated:

- *blade barrier*
- *charm person or mammal*, 7 times per day
- *cure serious wounds*, 3 times per day



- *ESP*
- *light*
- *mirror image*
- *read magic*

Although a per is powerful, he is aware of his limitations. Pers have an innate ability to size up an opponent and know its fighting prowess. This ability does not, however, extend to spell-use. Pers are intelligent, and if one feels he is outmatched by a group of adventurers, he will make challenge to the obvious leader or most powerful warrior of the opposing group.

Pers are hit only by +1 or better weapons.

Habitat/Society: Pers have one purpose: to guard the portals between the upper planes. They are absolutely dedicated to this cause and cannot be swayed from it. They will guard the portals against unauthorized intruders, including both evil intruders and those who mean to do harm. In support of this purpose, they will use both their *ESP* power and the *detect evil/good* power of their sword.

Pers have a form of limited symbiotic mental link with the various powers of their plane. If a per is under duress or even killed, those powers will become aware of it. There will always be reinforcements sent if a portal is breached, usually in the form of additional pers.

Ecology: Pers are essentially humans in all respect. They are the spirits of those humans who were dedicated to their cause in life. It is a great honor for a fallen human to become a per. New pers are created by the will of greater good beings, either when their numbers are low or when there are new portals created that need guardians.

CLIMATE/TERRAIN:	Elysium
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	O
ALIGNMENT:	Neutral good
NO. APPEARING:	1-3
ARMOR CLASS:	-3
MOVEMENT:	6, Fl 39 (D)
HIT DICE:	20
THACO:	5
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	2-12 or 1-8/1-8
SPECIAL ATTACKS:	Shriek
SPECIAL DEFENSES:	+3 or better weapons to hit, never surprised
MAGIC RESISTANCE:	50%
SIZE:	L (40+' wing span)
MORALE:	Champion (15-16)
XP VALUE:	87,000

The phoenix is a great, extra-planar bird thought to represent the spirit of freedom and rebirth. It is a mortal creature that displays the ultimate in godlike detachment.

A phoenix appears as a large bird with a 40' wingspan and bright, multi-colored feathers. The plumage includes bright violet, scarlet, crimson and flaming orange. Its beak and claws are of blue-violet. A phoenix's eyes are a deep, glowing ruby color.

In addition to its own language, a phoenix can speak with all avians. It otherwise communicates with a limited telepathy or by empathy.

Combat: The phoenix is a free and benevolent spirit and does not derive pleasure from attacking others. But if the need for combat arises, a phoenix is a swift and powerful foe. It can attack in the air with two powerful claws inflicting 1-8 points of damage per strike. When on the ground it attacks with its great beak for 2-12 points of damage per hit. The phoenix is an intelligent and magical beast, however, so it usually opts for more effective measures of attack and defense.

A phoenix will always open up each round of combat with a piercing shriek that gives the creature an edge in the combat round. All opponents of 12 hit dice or less within 30 feet of a shrieking phoenix receive a +3 penalty on their initiative dice. The shriek does not affect the phoenix's combat roles in any way.

Every phoenix has the following spell-like powers, at 20th level of magic use, usable once per round, one at a time, at will:

- *affect normal fires*
- *audible glamer*
- *blindness*
- *blink*
- *blur*
- *call woodland beings*, 1 time per day
- *color spray*, 3 times per day
- *continual light*
- *control temperature*, 10' radius
- *dancing lights*
- *detect charm*, always active



- *detect evil*, always active
- *detect magic*, always active
- *duo-dimension*, 1 time per day
- *find traps*
- *find the path*, 1 time per day
- *fire charm*
- *fire seeds*, 1 time per day
- *incendiary cloud*, 1 time per week
- *invisibility*
- *misdirection*
- *neutralize poison*, 1 time per day
- *polymorph self*, 3 times per day
- *produce fire*
- *protection from evil*, 10' radius, always active
- *pyrotechnics*
- *reincarnate*, 1 time per day
- *remove fear*, within a 10-foot radius
- *remove curse*
- *snake charm*
- *veil*, 1 time per day
- *wall of fire*, 1 time per day

Also, by spreading its wings and performing a ritual dance, the phoenix can perform the following spell-like abilities at 40th level of magic use:

- *dismissal*
- *dispel evil*
- *dispel magic*

Any of these three abilities can be used by a phoenix as many times as desired, but can only be done one at a time and each takes a full round to complete. No other activities—such as a shriek—can be done in conjunction with these three powers.

A touch of its wing is equal to a *cure light wounds* spell, with 2 touches possible per individual per day per phoenix. A touch of the comb gives an effect equal to *cure disease*, but only once per day per person.

When hard-pressed, the phoenix is able to cause spilled drop-lets of its own blood to act as *fire seeds* of the holly berry type, one being created for every five points of damage taken by the phoenix.

In extreme situations, the phoenix can create a 40th-level combination of *fire storm* (20' high × 5' wide × 8' deep) and *incendiary cloud*, even if it has already used these powers previously. This destroys the adult phoenix but leaves behind a young phoenix with all the powers and abilities of its predecessor.

The phoenix can travel astrally or ethereally at will. They are hit only +3 or better magical weapons. The phoenix can never be surprised. It has infravision to 120 feet.

Habitat/Society: Phoenixes are strange and enigmatic creatures. They are held in very high regard in the legends of many tribes of barbarians and in other, primitive cultures. It is said that the phoenix is the embodiment of rebirth. This is symbolized in the classic imagery of the self-immolation of the phoenix from which a new bird is formed. This is seen as the ultimate sacrifice for the cause of good and thus the phoenix are considered noble creatures.

Legend states that the phoenix has an extremely long lifespan. Some reports claim they can live to be over 1,000 years old, while others suggest it to be as high as 12,000 years. When it is time for the phoenix to die, it goes far into the mountains away from civilization. At the very top of these peaks, the phoenix builds a great nest made of straw and various herbs. The phoenix will lie in the nest, taking its last look at the world it knows. Satisfied that its work in the world is at an end, it then immolates itself in a flash of great flame and light. When the flames die down, there in the nest, which remains untouched by flames, is a young phoenix arrayed in bright colors like its parent before it. Legend then suggests that the phoenix must fly away to the temple of the sun and there bury the mummified corpse of its parent.

In general, phoenixes are seclusive creatures, tending to make their lairs away from the worlds of humanoid beings. Though they have the ability to travel through the Astral and Ethereal planes (and thus to any inner and outer plane), they will generally tend to stay on Elysium or in a secluded place on the Prime Material plane.

There are as many legends of the phoenix as there are cultures, each with its own slightly differing viewpoint. Some believe the phoenix to be the benevolent symbol of death, only appearing when someone's time is up among the living. Other cultures—primarily evil—see the phoenix as the symbol of destruction and rage, bringing fiery devastation in its wake. Still other cultures record their phoenix to be a friend and benefactor of good beings.

Although a wealth of mystery surrounds the phoenix, still there are some things that are known for sure. It is obvious that the phoenix is a champion of good. Although it seems these creatures do not actively seek out evil to destroy, they will rarely pass up such an opportunity when it presents itself. Also, despite the vast differences in ideology, belief, and philosophy in the various cultures that revere the phoenix, one thing remains constant: the phoenix is the symbol of creation by destruction. Some cultures believe that fire is the one great purifier, cleansing all that it

touches. Others believe that fire merely destroys. With the phoenix, both are true. In its own reproduction, fire destroys the old bird, taking with it many centuries of life and wisdom, yet it creates a new phoenix with a new mind, thus purifying the line.

Ecology: Of all magical or enchanted creatures, the phoenix is perhaps most sought after by alchemists and sages alike. There is almost no part of a phoenix that cannot be used in a magical potion or for research.

The feathers of the phoenix have a great many uses. They can be used to adorn a *staff of healing*, they can be used to make *potions of extra-healing*, and a many other healing magic uses. The eyes, beak, and talons of a phoenix are very valuable in the open market, often commanding 5,000 gp and up. Of course it is not always easy to find a buyer on the open market, because many cultures consider it a bad omen or taboo violation to kill a phoenix.

The exact nature of the phoenix can only be guessed at by scholars. All phoenixes are male and the reproduction cycle consists entirely of the self-immolation. Whether this is a natural biological reproduction cycle or a magical birth is unclear. As stated, no female phoenix exist.

Call Phoenix (Conjuration/Summoning)
6th-level Priest Spell, Animal Sphere

Range: 0

Components: V, S, M

Duration: 1 round per level of caster

Casting Time: 2 rounds

Area of Effect: Special

Saving Throw: None

This potent priest spell enables the caster to actually summon a phoenix that will come and aid him. The most stringent restriction to this is the caster must be of good alignment or be a druid. Evil or nondruid neutral priests cannot summon a phoenix.

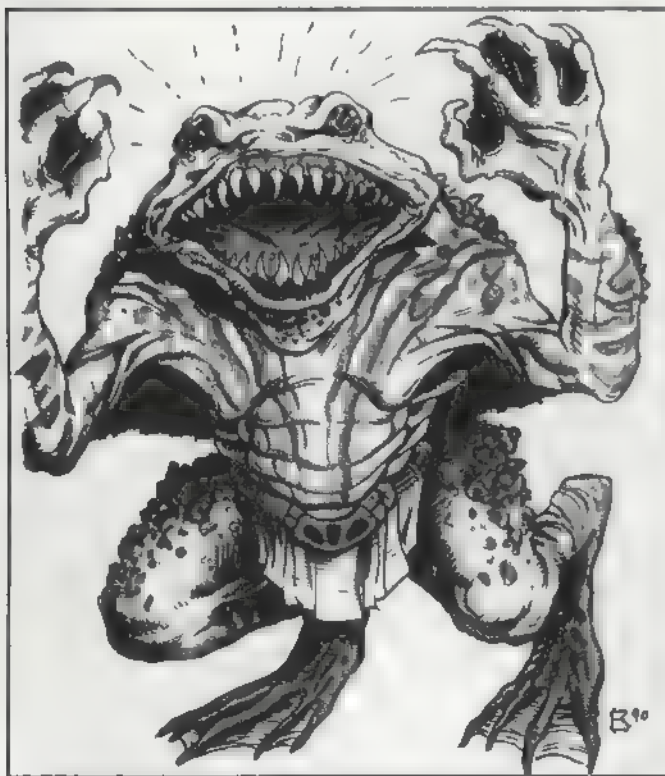
When cast, a phoenix will *always* come to aid. However, depending on how far away the nearest phoenix is, it may take some time for it to appear. One of these powerful creatures will appear in 1d8–1 rounds. A modified roll of '0' indicates that a phoenix will appear right away in a huge burst of smoke and flame.

Because the caster must be good or be a druid, there is seldom a conflict of interest between the phoenix and the summoner. However, a phoenix will never attack beings of good alignment (unless there is an *extremely* good reason for it). It will, however, risk its own life if the cause mandates such action and will further the aims of good that the summoner has undertaken.

When the spell has expired, the phoenix does not disappear, but it is then free to do what it will. This may in fact be what the caster summoned it for, or it may leave if it feels the reasons for its summoning were insufficient.

The material components for this spell are three diamonds of at least 500 gp value (which are consumed by the energies of the spell) and a red hot coal.

	Red	Blue	Green	Gray	Death
CLIMATE/TERRAIN:	Limbo	Limbo	Limbo	Limbo	Limbo
FREQUENCY:	Uncommon	Rare	Very rare	Very rare	Very rare
ORGANIZATION:	Group	Group	Group	Group	Group
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	Average (8-10)	High (13-14)	Genius (17-18)
TREASURE:	K, Q	K, Q	R	R (x2)	Z
ALIGNMENT:	Chaotic neutral	Chaotic neutral	Chaotic neutral	Chaotic neutral	Chaotic neutral
NO. APPEARING:	3-18	2-12	1-6	1-4	1-2
ARMOR CLASS:	4	2	0	-2	-4
MOVEMENT:	6	6	9	12	12
HIT DICE:	7+3	8+4	9+5	10+6	15+7
THAC0:	13	13	11	11	5
NO. OF ATTACKS:	3	5	3	3 or 2	3 or 2
DAMAGE/ATTACK:	1-4/1-4/2-16	2-12/2-12/2-12/ 2-12/2-16	3-8/3-8/2-16	4-10/4-10/2-16 or sword	3-18/3-18/2-20 or sword +6 (strength bonus)
SPECIAL ATTACKS:	Stun, egg-pellet	Disease	See below	Magical weapons	See below
SPECIAL DEFENSES:	See below	+1 or better weapons to hit	+1 or better weapons to hit	See below	+3 or better weapon to hit
MAGIC RESISTANCE:	30%	40%	50%	60%	70%
SIZE:	L (8' tall)	L (10' tall)	L (7+' tall)	M (6' tall)	M (6' tall)
MORALE:	Average (8-10)	Steady(11-12)	Elite (13-14)	Champion (15-16)	Fanatic (17-18)
XP VALUE:	7,500	16,500	27,500	45,000	61,500



The slaadi are great frog-like beings, who dwell on the outer plane of Limbo where also live the githzerai (q.v.). Their form is of a large bipedal frog, though some of the more powerful slaadi have *polymorph self* or *shape change* abilities and will sometimes appear as men (see the individual descriptions below). In frog form their heads are huge and their claws are extremely sharp.

Slaadi have powerful symbols embedded into their foreheads that signify their rank and status.

Slaadi speak their own language and, occasionally, some additional evil languages. Special telepathy allows them to understand and converse with all things.

Red Slaad

Slaadi are vicious combatants that are quick to attack all other creatures. They can be ruthless when encountered in numbers, often surrounding smaller groups of beings and bullying and tormenting them before finally slaying the lot.

Combat: Red slaadi attack with two claws for 1-4 points of damage per hit and its bite for 2-16 points. They are not terribly intelligent creatures, so choose predictable, uninspired tactics. As long as they are in large groups, they will tend to attack ruthlessly with their claws and bites.

Red slaadi have a special gland under the skin of each claw. When one hits with a claw attack, there is a 25% chance that an egg-pellet is transferred to its opponent's body. The egg-pellet begins to slowly move through the victim's body—often without the victim even knowing he has been infected by the pellet—until it reaches the chest cavity. There the egg-pellet gestates for three months, forming a baby red slaad that—once formed—eats its way out of the victim's body, killing him. The victim falls extremely ill 24 hours before the baby slaad eats its way out. An egg-pellet can only be detected by using a *detect evil* spell. One can be destroyed by a *remove curse* or similar magic.

Red slaadi regenerate at a rate of 3 hit points per melee round. They can attempt to *gate* in 1-2 additional red slaadi twice per day with a 35% chance of success. Once per day, red slaadi may *stun* by emitting a loud croak that affects all opponents within 20 feet of the slaad. Victims must make a saving throw vs. petrification or be incapacitated for two rounds.

Blue Slaad

Blue slaad are ruthless warriors that specialize in mass combat.

Combat: Blue slaadi have two razor-sharp bone rakes sticking out from the back of each hand. These potent weapons inflict 2-12 points of damage on a successful hit. Blue slaadi have perfected their fighting style with these rakes, effectively giving them two attacks per hand. Their bite does 2-16 points of damage per hit and has a 10% chance of infecting the slaad's opponent with a rotting disease like that of a mummy (q.v.).

Blue slaadi have the following spell-like abilities:

- *hold person*, one person only
- *passwall*
- *telekinesis*

They may attempt to *gate* in either 1-4 red slaadi, 1-2 blue slaadi, or 1 green slaad. They may attempt a *gate* four times per day, with a 40% chance of success on each attempt.

Green Slaad

Tougher and more hardy than the red and blue slaadi, the green slaadi are the highest form of lesser slaadi.

Combat: These creatures can attack with their claws for 3-8 (1d6 + 2) points of damage and their powerful bite for 2-16 points of damage. They prefer to use their innate powers or *gate* in other slaadi when a need for combat arises, but they will fight viciously if pressed.

Green slaadi have the following spell-like powers:

- *darkness*, 15' radius
- *delayed blast fireball*, 1 time per day
- *detect invisibility*
- *detect magic*
- *ESP*
- *fear*
- *locate object*
- *polymorph self*
- *produce flame*
- *telekinesis*

They may attempt to *gate* in 1-6 red slaadi, 1-4 blue slaadi, 1-2 green slaadi, or 1 gray slaad. There is a 50% chance of the *gate* being successful, and it may be attempted once per hour.

Green slaadi are harmed only by +1 or better weapons. If a green slaad has its material form destroyed, but its symbol remains intact, it will reform into a blue slaad in 24 hours. It will remain a blue slaad for one year and one day at which time it will regain its green slaad status.

Grey Slaad

Also known as the executioners, the gray slaadi are great slaadi. They derive immense pleasure from the physical attack.

Combat: They may use a claw/claw/bite routine for 4-10 points of damage from their wicked claws and 2-16 points of damage from their bite. They will often *polymorph* into human form, in which case they attack with a magical *long sword* +2. There is a 25% chance that a gray slaad will have a more powerful sword, randomly determined.

Gray slaadi have the following spell-like powers:

- *advanced illusion*
- *darkness*, 15' radius
- *fear*
- *flame strike*
- *infravision*

- *invisibility*
- *know alignment*
- *lightning bolt*
- *power word, blind*, 1 time per day
- *shape change*, between slaad and man only
- *symbol, pain*, 1 time per day
- *wind walk*

They may attempt to *gate* in 1-4 gray slaadi once per day with a 40% chance of success. They can *enchant an item* given sufficient time and materials.

Gray slaadi can travel the planes at will and are the slaadi most often sent to the Prime Material plane. They are immune to cold-based and *disintegration* attacks. They are hit by +2 or better weapons only.

Death Slaad

The greatest of their kind, these awesomely powerful slaadi are the true masters of their race.

Combat: Their powerful claws can strike for a devastating 3-18 points of damage. Anyone so struck must make a check against their constitution or be stunned for 1-6 melee rounds. Their bite inflicts 2-20 points of damage. They have a 18/00 strength (+6 damage adjustment) in human form.

Death slaadi are very fond of using a human form. They will typically appear as a large, powerful human wielding a magical sword. In human form they attack twice per round, have at least 12 charisma and retain their great strength (18/01). Only +2 or better weapons can harm a death slaadi.

Death slaadi have the following spell-like powers:

- *advanced illusion*
- *astral spell*
- *cloudkill*
- *darkness*, 15' radius
- *detect magic*
- *detect invisibility*
- *ESP*
- *fear*
- *fireball*, 1 time per day
- *flame strike*
- *invisibility*
- *locate object*
- *phantasmal killer*, 1 time per day
- *shape change*, between slaad and man only
- *symbol*, any type, 1 time per day
- *unholy word*, 1 time per day
- *wind walk*

Once per turn they may *gate* in 1-8 of any type of slaad except other death slaadi. This *gate* is always successful. They, too, can *enchant an item* if given time and equipment. They are hit only by +3 or better weapons.

Habitat/Society: Slaadi have a very hierarchical society. Their caste system is rigid not because of any respect for regulation, but rather because the strong will destroy the weak for disobedience.

The red, blue, and green are considered to be lesser slaadi, and as such are often forced to act as servants for the greater slaadi, the gray and death. The death slaadi are the absolute masters of their race. Red and blue slaadi will not aid each other except in the direst of emergencies.

Ecology: Although the slaadi are inhabitants of the outer planes and are often found traveling the lower planes for one reason or another, these creatures have little or nothing to do with the Blood War between the baatezu and the tanar'ri.

Imagine an entire race of creatures—whose numbers are unimaginably vast—whose minds are filled with nothing but hatred, death, and vile contempt. Imagine beings so dark as to make the blackest pitch of night seem bright by comparison. Imagine the tanar'ri.

The Abyss is an infinite, empty place of despair. It is the disgusting toil and labor of existence made tangible. Infinite layers of bleak despair are stacked endlessly atop one another in the Abyss, chaos and hopelessness reigning everywhere. That is the home of the tanar'ri. There, where others linger in endless torment, the tanar'ri thrive.

In the broadest terms, tanar'ri are chaotic and evil. The less intelligent often attack without question and fight until slain. True and greater tanar'ri often roam the Astral and Ethereal planes—their attention is attracted to persons in an ethereal state.

Combat: In addition to the separate characteristics and abilities of each sort of tanar'ri, they all share these spell-like powers:

- darkness, 15' radius
- infravision
- teleport without error

They also can gate in large numbers of other tanar'ri at will, as defined for each individual.

Tanar'ri are affected by the listed attack forms as noted below:

Attack	Damage
acid	full
cold	half
electricity (lightning)	none
fire (magical)	half
fire (nonmagical)	none
gas (poisonous, etc.)	half
iron weapon	full
magic missile	full
poison	none
silver weapon	full*

*greater tanar'ri take half damage from silver weapons.

All tanar'ri have a form of telepathy that enables them to communicate with any intelligent life form regardless of any language barriers. Tanar'ri with average or better intelligence are able to converse.

Most of the time, the Abyss-forged magical weapons of the tanar'ri dissolve upon the death of the creature. When one doesn't, it is probably that the weapon in question originated elsewhere.

Habitat/Society: There are five different varieties of tanar'ri, each with its own particular niche in the Abyss. They are, listed in order of ascending power, least, lesser, greater, true, and guardian. The divisions are as follows:

Least
dretch
manes
rutterkin

Lesser
alu-fiend
bar-lgura
cambion
succubus

Greater
babau
chasme
nabassu

True
balor
glabrezu
hezrou
marilith
nalfeshnee
vrock

Guardian
molydeus

These classifications of the tanar'ri actually mean very little in their lives. They are merely broad estimates of their destructive power. The tanar'ri are not subtle and have little use for anything besides power, and a strong lesser tanar'ri who bests a weaker greater cousin is awarded greater status in the Abyss. Such petty battles of political positioning are virtually endless on the plane. The only exception to these endless power struggles is the molydeus, or guardian tanar'ri that seem to be curiously outside of the tanar'ri power structure.

As fiends, the tanar'ri are involved in the ongoing *Blood War*. In fact, they are one of the two major antagonists of that ancient war. For as long as the tanar'ri have existed, they have waged war against their ancient enemies, the baatezu.

There are vast differences in the way that the tanar'ri wage war as opposed to the baatezu. The baatezu are an organized lot, taken to fighting their battles with form and structure and relying on strategy. The tanar'ri, however, are the opposite. They are a horde of chaos and disorder, tending to use their great numbers to wage wars of attrition. In their favor, the tanar'ri have almost endless numbers to draw upon. It is difficult to estimate how many tanar'ri there actually are considering they inhabit an infinite number of infinitely sized planes, but there are easily 100 or more times as many tanar'ri as there are baatezu.

The only reason that the Blood War is waged at all by this seemingly discorded race is that the true tanar'ri seem to have a primal urge to wage the battles and thus force those less powerful than themselves to comply with their wishes.

Ecology: Tanar'ri are a subset of the far larger race of fiends, or lower planar creatures of supernatural power, according to the definitions made by mankind. It is fairly interesting that sages delineate fiends with a definition that would be meaningless if mankind did not exist, for fiends doubtless do not consider their abilities to be supernatural.

Most tanar'ri feed on either the flesh or the life force of other living beings. It appears that they can derive more nutrition from a victim by instilling more terror in it before the kill. Whereas most predators simply stalk and then kill, tanar'ri have a third step; stalk, terrify, kill.

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	D
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1 (rarely: 1-2)
ARMOR CLASS:	-3
MOVEMENT:	15
HIT DICE:	8+14
THAC0:	13
NO. OF ATTACKS:	1 or 3
DAMAGE/ATTACK:	by weapon or 2-5/2-5/2-8 +7 (strength bonus)
SPECIAL ATTACKS:	Corrosion, gaze, backstab
SPECIAL DEFENSES:	+1 or better weapons to hit, thief abilities
MAGIC RESISTANCE:	50%
SIZE:	M (7' tall)
MORALE:	Champion (15-16)
XP VALUE:	42,500

Babaus are greater tanar'ri that roam the layers of the Abyss collecting lesser and least tanar'ri to swell the ranks of the vast armies of the Blood War.

These horrid creatures look much like great skeletons covered with dark, form-fitting leather. They have a great horn protruding from the back of their skulls. Babaus typically have long, wicked claws covered with dirt, blood, and decaying flesh. Their movements are very quick, sharp, and mechanical, emphasizing their inhumanness as they walk the foul Abyss.

Babaus communicate using telepathy.

Combat: Babaus can make use of any weapon they find. They often have enchanted and magical weapons (20% of the time; determine magical weapon randomly). It should be noted that babaus have a strength of 19, and gain +7 damage adjustment.

These gruesome monsters also have potent physical attacks. They can inflict 2-5 points of damage per claw attack, and 2-8 points of damage with their sharp, wicked horn. The babaus are very intelligent and will always prefer to use other means of attack before their natural attack forms, but they will gladly fight hand-to-hand if necessary.

Babaus generate a slick, dark red substance that covers their bodies. This foul jelly is very slippery and will cause all type S and P weapons to do but half damage against them. This liquid also has a corrosive quality to it, giving it two main advantages during combat. First, if the liquid comes into contact with exposed flesh (such as during grappling attacks or other contact), it will burn for 1-6 points of damage. Secondly, it has a chance per hit of corroding a weapon and making it useless. Metal weapons must make a saving throw vs. acid with each hit or be corroded. Corrosion renders a normal weapon useless. Magical weapons simply lose one "plus."

Any creature meeting the gaze of the glowing red eyes of a babau must make a saving throw vs. spells or be affected as if touched by a *ray of enfeeblement*. Their gaze range is 20'. The gaze can affect only one opponent per round and is in addition to normal attacks.

In addition to those available to all tanar'ri, babaus have the following spell-like powers that can be used one at a time, once per round, at will:



- *dispel magic*
- *fear*
- *fly*
- *heat metal*
- *levitate*
- *polymorph self*

They may attempt to *gate* in 1-6 cambions or 1 babau with a 40% chance of success. They may attempt a *gate* only once per day. There is also a chance that a true tanar'ri will come to the aid of a babau in trouble (see below).

Babaus have all abilities of a 9th-level thief (pick pockets 30%, open locks 30%, find/remove traps 25%, move silently 95%, hide in shadows 80%, detect noise 35%, climb walls 90%, read languages 30%, backstab ×4).

Babaus are immune to attacks from nonmagical weapons.

Habitat/Society: Babaus are typically hated by the other tanar'ri because they roam around "recruiting" lesser beings into the vast Abyssmal armies. It is not uncommon for numbers of lesser tanar'ri to gang up on a babau to destroy it. Fortunately, the babau have great power.

Because the true tanar'ri (*q.v.*) have a primal desire to wage the Blood War, they have a close tie with babaus. If a babau is attacked, there is 20% chance that a true tanar'ri (randomly determined) will notice and come to the aid of the babau. Note that this is not done for any sense of loyalty, but rather to further the Blood War. This causes many of the lesser tanar'ri to fear the babaus even more.

Ecology: Babaus are inherently important to the ecology of the Abyss. According to the true tanar'ri (who are, presumably, among the greatest powers of the Abyss), the only purpose of the lesser and least tanar'ri is to fight in the Blood War. Because the babaus are the grim recruiters of those armies, they are viewed as being integral to the Abyss and important in the overall scheme of the Blood War.

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Common
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to very (8-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-6
ARMOR CLASS:	-5
MOVEMENT:	6, Fl 24 (D)
HIT DICE:	8+2
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-8/2-8/1-4
SPECIAL ATTACKS:	Wounding, sleep drone, terror
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	M (7' long)
MORALE:	Champion (15-16)
XP VALUE:	30,000

Wretched and horrifying, the chasme travel the layers of the Abyss in search of tanar'ri that do not wish to participate in the Blood War.

Perhaps of all the tanar'ri, the chasme are the most terrifying to behold. They are an abomination, a sickening cross between human and giant fly. These large creatures have the body of a fly with unnatural human arms in the front and a vaguely human head. Their mouths are tiny, but their noses are sharp horn-like and used to bite and draw blood. These creatures can walk on floors, walls, and ceilings as they wish.

Chasme communicate using telepathy.

Combat: The mere sight of a chasme is enough to cause terror. Anyone viewing a chasme must save versus spells or flee in terror for 1-4 hours.

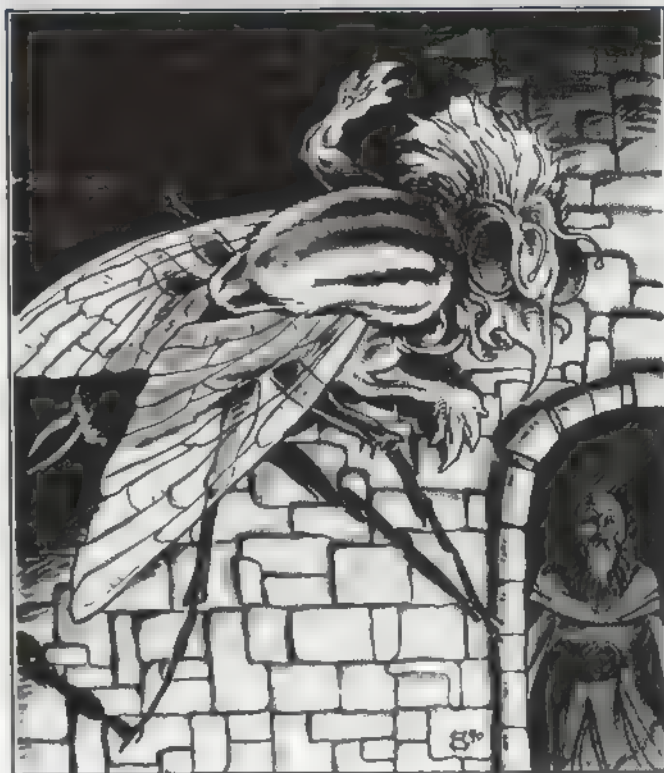
Literally the punishers of tanar'ri, the chasme live to fight. Their physical attacks consist of a claw/claw/nose routine. Their claws inflict 2-8 points of damage per hit and will continue to bleed profusely for 2 points of damage per round until magically healed (*cure light wounds*, etc.). A chasme can also attack with its sharp nose, inflicting 1-4 points of damage.

Chasmes will often buzz and drone in a horrid, rasping voice. Potential victims must save vs. spell once per encounter or fall into a comatose sleep. Sleeping victims must be splashed with water or vigorously stimulated to awaken them. Otherwise, sleep persists for 2-8 hours or until the chasme completely drains the victim's blood, at a rate of 1-4 points per round.

In addition to those available to all tanar'ri, chasmes also have the following spell-like powers, at 8th level of spell use, usable once per round, one at a time, at will:

- *detect good*, always active
- *detect invisibility*, always active
- *insect plague*
- *ray of enfeeblement*
- *telekinesis*

Three times per day, a chasme may attempt to *gate* in the following: 2-20 manes, 2-5 cambion, or 1 chasme. There is a 40% chance this will be successful.



Habitat/Society: The chasme act as the punishers of the tanar'ri. They travel among the layers of the Abyss in order to exact punishment on those who do not fight in the Blood War. This punishment is, of course, lingering, painful death.

The Abyss is an endless place. It is chaos within chaos within still more chaos. Creatures of all twisted and disgusting forms travel those countless layers, themselves in countless numbers. How the chasme are able to tell which of the tanar'ri are actually fulfilling their role within the mighty Blood War and which are not is a great mystery. Although tanar'ri as a whole are not a very psychically aware race, perhaps these creatures do have a form of psychic power that allows them to read the thoughts or empathically sense the emotional state of any tanar'ri they encounter. Whether or not this ability extends to nontanar'ri is a matter of complete speculation, but if it does, these monsters would indeed be fearsome opponents.

In return for this duty, the chasme are not sent to the "front lines" to fight in combat formations. Instead they guarantee the filling of those ranks with other hapless tanar'ri.

Perhaps the most gruesome of the tanar'ri, the chasme interact with the Blood War as wardens and executioners. This makes them extremely unpopular among the tanar'ri. Because of this, chasme are often subject to attack on sight. Only their power and the backing of the true tanar'ri keep them from being totally annihilated.

Of note, however, is that the destructive activities of the chasme do not negatively affect the war effort of the tanar'ri at all. The fiends of the Abyss are present in nearly endless numbers, thus the losses inflicted by the chasme are not felt in the war.

Ecology: Chasme reproduce from eggs—any chasme can lay up to 1,000 eggs per day. Eggs hatch in three days, the hatchlings growing to adults in seven more.

Chasme wings have been used in brews to create *potions of flying*.

CLIMATE/TERRAIN:	The Abyss or Prime Material Plane
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Q (×10)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	4 to -5
MOVEMENT:	12, Fl 15 (C)
HIT DICE:	7+2 to 7+20
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-8/2-8/3-12 +7 (strength bonus)
SPECIAL ATTACKS:	Death gaze, backstab, paralyzation
SPECIAL DEFENSES:	+1 or better weapons to hit
MAGIC RESISTANCE:	50%
SIZE:	M (7' tall)
MORALE:	Champion (15-16)
XP VALUE:	Mature: 40,500 Fledgeling: 22,000

Nabassu are foul creatures that live portions of their lives on the Prime Material plane. These monsters are spawned in the Abyss, but travel to the Prime Material plane while they mature.

At first sight a nabassu is unmistakably a tanar'ri. They are gargoylish in appearance, standing some seven feet tall. They are gaunt with tightly corded muscles. A nabassu's skin is leathery in texture and they have great claws on their hands and feet. Their eyes gleam a steely grey and their mouths are lined with sharp fangs.

Nabassu communicate using telepathy.

Combat: The nabassu begin life in an immature state, which is relatively rare among the tanar'ri. Their physical attack, however, is equally as potent whether young or adult. They have a strong claw/claw/bite routine, their sharp claws inflicting 2-8 points of damage per successful attack and their teeth inflicting 3-12 points. They have a number of magic-based attack forms, but derive pleasure from attacking with their bare hands, especially when fighting a helpless enemy (this affords greater terror in the victim and, therefore, greater pleasure for the nabassu).

Nabassu go through two distinct phases in which their combat powers are drastically different: fledgeling and mature.

Nabassu Fledgeling

Nabassu fledglings begin life with AC 4 and 7 hit dice. When they pass into the Prime Material plane (see Habitat/Society below), they gain an additional two hit points from growth (thus giving them 7+2 hit dice). They grow and gain power by slaying and devouring humans on the Prime Material plane. With each such grisly slaying, a nabassu will gain an additional hit point and a "half factor" of armor class. For example, if a nabassu were to pass into the Prime Material plane and devour two humans, it would have 7+4 hit dice and an armor class of 3. After slaying and devouring 18 humans, a nabassu is at full growth and powers (AC -5 and 7+20 hit dice).

Immature nabassu have the following spell-like abilities:

- *darkness*, 15' radius
- *death gaze*, 1 time per hit point above 7 hit dice per day.

Immature nabassu do not gain the spell-like abilities available to other tanar'ri. Their *death gaze* causes anyone they look at to save vs. spells or become a ghast (or ghoul if the victim is a demi-



human). The change is permanent and irrevocable. The only way to bring peace to the victim is to slay him outright.

Immature nabassu also have some thief abilities: move silently 40%, hide in shadows 50%, detect noise 55%, and backstab ×2.

They are affected by attacks from magic or cold-wrought iron weapons only. Nabassu have a 19 strength gaining bonuses to their damage dice (+7 damage adjustment).

Mature Nabassu

Upon reaching full growth, nabassu gain those spell-like abilities available to all tanar'ri, plus the following spell-like powers:

- *energy drain*
- *regenerate*, 20 hit points per day
- *silence*, 15' radius
- *vampiric touch*

They may *summon* 2-5 ghosts one time per day provided they are in the Abyss. Mature nabassu may become ethereal at will, up to twice per day. Also, any creature within 10 feet must save vs. paralyzation or be paralyzed for 1d10 rounds.

Habitat/Society: Nabassu are a scourge of humanity. They are the only tanar'ri (and only fiend, for that matter) that lives a portion of its life on the Prime Material plane. These creatures seem to have no place in the Blood War which makes them utterly unique in the tanar'ri race. Once they return to the Abyss from their tour of carnage on the prime, they take up residence in some fortress and live there for the duration of their immortal existence.

What role these monsters play is unknown. Perhaps the slaying of humans and spilling of innocent blood somehow brings the tanar'ri power.

Ecology: When these creatures are "born," they live a portion of their lives in the Abyss. Those fledglings that survive on the Abyss (an accomplishment for an immature nabassu) pass into the Prime Material plane where they must slay humans in order to grow and develop.

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High to exceptional (13-16)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	-5
MOVEMENT:	15
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-12/1-6/battle-axe (2-20 +5)
SPECIAL ATTACKS:	Vorpal and dancing battle-axe, poison
SPECIAL DEFENSES:	Affected only by cold iron weapons, never surprised
MAGIC RESISTANCE:	90%
SIZE:	H (12' tall)
MORALE:	Fearless (19-20)
XP VALUE:	53,500

The molydei are an enigma in the Abyss. The only guardian tanar'ri, these creatures are the guardians of the war effort—a sort of political officer.

Molydei are chilling to behold. These great creatures appear as powerful, muscular humanoids with dark red skin. In all respects, they could be mistaken for giant red men, but their gruesome heads instantly betray them. One head is that of a large, snarling dog and is constantly alert and misses nothing that goes on around it. The other head is that of a snake, long and prehensile, often observing what goes on behind the molydeus. These creatures carry huge, two-headed battle axes that are extremely ornate.

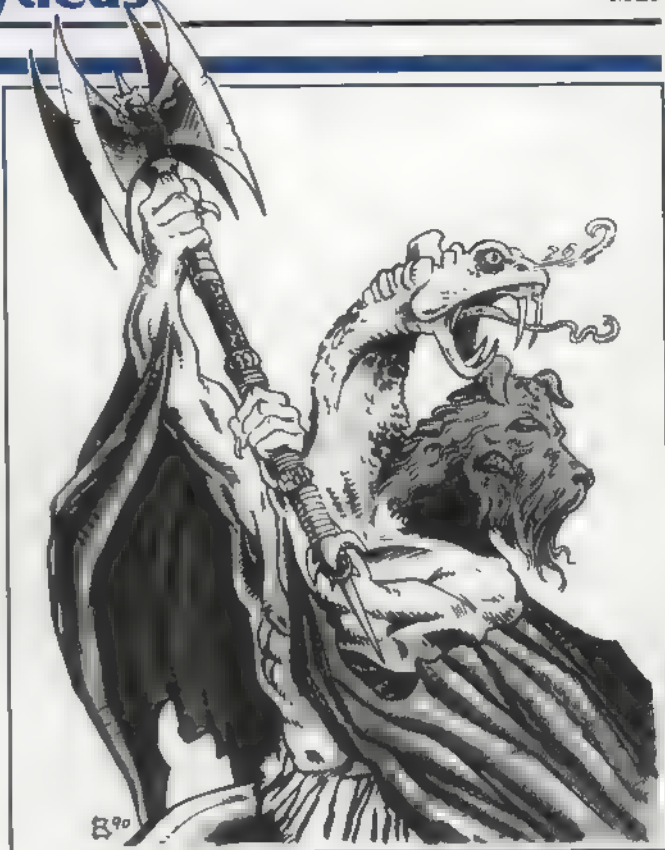
Molydei have a form of *ESP* that enables them to communicate with intelligent creatures and read the thoughts of others.

Combat: The molydeus is a potent fighter. They attack fearlessly, and it is nearly unheard of for one of them to retreat from battle. Their great axes are highly enchanted. Each one inflicts a devastating 2-20 points of damage per hit and is fully +5 to attack and damage dice. Each has the powers of a *vorpal weapon* and a *dancing sword*.

Molydei also attack with both heads. The dog head will inflict 2-12 points of damage per hit. The snake head will inflict 1-6 points of damage per hit and inject a powerful venom into the victim. When injected with the poison, the victim must make a saving throw vs. poison. If he fails the save he will transform into a manes in 1-6 turns. A *neutralize poison* spell followed by *remove curse* will eliminate the poison. However, once turned into a manes, the victim is irrevocably lost to any means short of divine intervention or a very carefully worded *wish*.

In addition to those available to all tanar'ri, a molydeus has the following spell-like abilities usable once per round, one at a time, at will:

- *affect normal fires*
- *animate object*
- *blindness*
- *charm person or mammal*
- *command*
- *Evard's black tentacles*



- *fear*
- *improved invisibility*
- *know alignment*
- *lightning bolt*, 7 times per day
- *polymorph other*
- *sleep*
- *suggestion*
- *true seeing*, always active
- *vampiric touch*

Molydei are ever vigilant, they are never surprised by any means. These creatures are completely immune to attack from most normal or magical weapons. Only cold-wrought iron weapons and magical spells can affect these creatures.

When a molydeus is slain, its axe disappears. The only way of getting one of these powerful weapons is to take one from a living molydeus. A molydeus will not rest until it recovers its weapon, stalking the thief day and night without end until the axe is recovered and the thief horribly killed.

Habitat/Society: The molydei are the greatest enigma in the Abyss. These powerful creatures are a sort of police. They wander the layers of the Abyss and search for true tanar'ri that stray from the cause of the Blood War. They are a political patrol that reports directly to the balors themselves. Of course, even the mighty balors are not above reproach and the molydei would turn against one if it strays from the cause.

Ecology: By perpetuating the loyalty of the true tanar'ri, the molydei play an important role in the Blood War. These creatures exist only to serve the cause. They have no loyalty towards any tanar'ri and would readily destroy any of them at the slightest sign of infidelity. They do not attempt to enforce their doctrine on the non-true tanar'ri for it is assumed that they are all disloyal by nature and must be constantly threatened and punished to be kept in line.

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Common
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2-40
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/2-5
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	S (3-4' tall)
MORALE:	Steady (11-12)
XP VALUE:	8,000

Petty and wicked, dretches are the most common of the tanar'ri. They are found in massive hordes everywhere on the Abyss. Along with the manes, the dretches are the rank-and-file of the Blood War.

Dretches appear as gaunt and squat humanoids with rubbery, almost hairless bodies. Their skin color is pale white to beige, giving way to sickly blue in some areas, stretched over pulsing varicose veins. Dretches' mouths are slack and slobbery with many small fangs. Their hair is sparse and bristly, exposing pointed ears that hang limply from either side of the head. A dretch's eyes are slanted downward and the nose appears squashed.

Dretches communicate using telepathy.

Combat: Dretches are among the weakest of the tanar'ri. Only their vast numbers allows them to survive the many rigors of the Abyss. Their natural attack form consists of a claw/claw/bite routine with each claw inflicting 1-4 points of damage and their bite inflicting 2-5 points. These creature will never flee from combat if they are in the presence of a greater of true tanar'ri. Dretches are lowly and wretched enough that they would rather die than fall further into disfavor by fleeing from combat.

In addition to those available to all tanar'ri, dretches have the following spell-like abilities useable once per round, one at a time, at will.

- *scare*
- *stinking cloud*, 1 time per day
- *telekinesis*

Once per day, they may attempt to *gate* in 1-4 dretches with a 50% chance of success. A favorite tactic of the dretches is to gate in 1-4 dretches and each of those attempt to gate in 1-4 dretches until a vast and seemingly endless horde of dretches is present.

Habitat/Society: Dretches are the lowest form of "actual" tanar'ri (the manes are merely the dead spirits from the Prime Material plane). They will usually mill around and bring great torment to the manes in order to avoid considering their own lowly position.



Occasionally, there is an outbreak of unrest on the Abyss. A number of dretches revolt against their position and feel they can—by virtue of their numbers—go their own direction and not pay heed to the more powerful tanar'ri. This often results in a huge outbreak of war in the Abyss that may last for as long as an entire century. The dretches, not being strong enough to permanently resist the more powerful tanar'ri, are eventually destroyed in a great war of genocide. These civil outbreaks cause the tanar'ri to temporarily turn their attention from the Blood War, sometimes with disastrous results.

Dretches, being a very lowly form of tanar'ri, will go either one of two ways in their behavior. Some of these creatures simply consider themselves so lowly that they have nothing really to lose, and they go against the grain of the tanar'ri society. These are the dretches that instigate civil conflicts. The others attempt to be extremely useful and motivated, hoping to gain a promotion.

Ecology: In their own right, dretches are important to the Blood War. It has been previously noted that the primary strength of the tanar'ri is their sheer numbers. Those numbers consist largely of dretches. There are uncounted billions of these creatures. Unlike the hordlings, they are "actual" tanar'ri and have some concern for keeping their position. This fact makes them more reliable than hordlings (that is, if the word reliable can be applied to any creature in the Abyss).

Besides the many other obvious reasons, one of the greatest disadvantages of being a dretch is that—like so many other lesser fiends—their relative weakness makes them a perfect choice for food in an environment where food is scarce. Although these beasts exist in almost limitless numbers, they tend to be eaten in great quantities.

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Common
ORGANIZATION:	Horde
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	50-500
ARMOR CLASS:	8
MOVEMENT:	6
HIT DICE:	1
THACO:	20
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-2/1-2/1-4 or by weapon
SPECIAL ATTACKS:	Acidic vapor
SPECIAL DEFENSES:	Immune to mind affecting spells
MAGIC RESISTANCE:	10%
SIZE:	S (3' tall)
MORALE:	See below
XP VALUE:	1,000

Manes are the most pathetic beings that wander the lower layers of the Abyss. These creatures are as vast and endless as the layers themselves.

Manes are ghastly creatures. They have pale white skin that appears bloated and overloaded with liquids. Their eyes are a pale white and constantly drip with puss and disgusting liquids. Manes have long, cruel claws and sharp teeth. Their hair is sparse and ragged and their bodies crawl with carrion creatures that literally feed upon them.

Manes cannot communicate with other beings.

Combat: Manes are nearly mindless, senseless creatures. They shamble in seemingly endless hords, wandering the layers of the Abyss attacking all non-tanar'ri that they encounter. Their physical attacks consist of raking claws that inflict 1-2 points of damage and their razor-sharp teeth that inflict 1-4 points of damage.

When being formed into the legions of an army, manes are often given large, mace-like weapons to use in combat. When so armed, they inflict 1-8 points of damage per hit. One major problem with arming the manes, however, is that they quickly forget how to use the maces and end up dropping the things and fighting with their claws and teeth.

These creatures are without regard for their own existence. They need never check morale for they will fight until slain. Killing a manes simply dissipates it into a noxious, stinking vapor that reforms within 24 hours. Anyone within 10 feet of manes when it is killed must save vs. poison or sustain 1-6 points of damage from the acidic vapor.

Manes are immune to mind affecting spells.

Habitat/Society: Manes travel in hordes, and no other term better describes their organization. They wander in large groups sometimes numbering in the thousands. They are physically very weak, but attack in such great numbers that all non-tanar'ri that are in the Abyss loathe to see a horde of gibbering, snarling manes approach.

It is very common for these wretched creatures to be formed into vast armies by the lesser or greater tanar'ri for use in the Blood War. They are very difficult to maintain, however, because the manes are literally too stupid to understand what they're supposed to do. They can be temporarily formed into a regiment, but they will eventually begin to wander about aimlessly, paying no



heed to their environment or orders. If brought to a battle, however, they make excellent soldiers because once they see the enemy, they will attack endlessly and tirelessly, their vast numbers giving them strength. Sometimes, though, they are known to attack when such a tactic is not favorable to their army as a whole, but that's war in the Abyss.

In the Abyss, manes are almost not considered to be tanar'ri. Rather, they are viewed as sub-tanar'ric and scorned by everything there. Manes are not bothered by this, of course, for they are so witless as to not even know of any structure beyond their own existence.

Much like the dretches, the manes are important to the Blood War. They represent a major fighting force that is considered highly expendable. Unfortunately, the manes are unaware of most things, including their position in the Blood War so they do not have the means to improve the cruel and abusive treatment they receive.

Ecology: When chaotic evil mortals from the Prime Material plane die, their spirits go to the Abyss and become manes. Their fate there is a terrible one, tormented by the other tanar'ri ceaselessly.

Those who were particularly cruel and evil in life are confined to the Pits of Despair on the 400th layer of the Abyss. Of this place, wizards and sages know only the name, since none have ever seen it. The pits are thought to be hidden high atop the Mountain of Woe, but again little is known of this place. Perhaps there are areas of the Abyss that are so terrible that mankind should not venture there.

Another important role that the manes play in the Abyss is that of a lowly creature at the bottom of the food chain. Manes are plentiful and not strong enough to defend themselves against most of the tanar'ri, so they have the dubious honor of serving as the primary source of food in the Abyss. When a manes is eaten, it is destroyed utterly and will not reform in 24 hours.

Tanar'ri, Least—Rutterkin

MC8

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	by weapon or 2-7/2-7
SPECIAL ATTACKS:	Snap-tong
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	10%
SIZE:	M (5-7' tall)
MORALE:	Steady (11-12)
XP VALUE:	12,000

The rutterkin are pathetic, malformed tanar'ri. They wander the planes of the Abyss, outcasts in their own deranged society. Rutterkin are humanoid and resemble terribly ugly humans. They are hairless or nearly so, with pointed skulls, distorted features, and backward-pointing ears.

Rutterkin communicate using telepathy.

Combat: Rutterkin are known for the strange weapons they carry. Some of their favorites include: a snap-tong device that inflicts 2-8 points upon hitting and then continues to inflict like damage each round until the opponent breaks free by scoring a hit on the weapon (AC 5); a polearm with a double crescent head; a saw-toothed flatchet (broad-headed sword that is +1 damage versus unarmored opponents); and a 3-armed blade thrown from a sling-like device. The weapon stats are:

Item	Weight (lb.)	Size	Type	Speed Factor	Damage S-M-L
crescent polearm	8	S	8	1-10	1-8
flatchet	3	S	4	2-8	1-6
snap-tong	5	P	8	2-8	1-4
3-armed blade	2	S	3	1-6	1-6

Weapon	ROF	Range	M	L
3-armed blade	3	2	4	6

If pressed, a rutterkin can also attack with its two misshapen claws for 2-7 points of damage per strike. This method of attack is not favored by the rutterkin because their malformed bodies are subject to pain if they strike someone (much like the pain someone with a sprained wrist would feel from punching something). Because of this, rutterkin typically groan and yelp when they attack with their claws.

In addition to those available to all tanar'ri, rutterkin have the following spell-like abilities usable once per round, one at a time, at will:

- *fear*, by touch
- *fly*
- *telekinesis*, 3 times per day



Rutterkin can *gate* in 1-8 least tanar'ri once per day with a 50% chance of success.

Habitat/Society: Rutterkin are tanar'ri that have been mutated by energies unknown. They are complete outcasts and are not even used as cannon fodder in the Blood War.

Although rutterkin are outcasts from tanar'ri society, they do unwittingly serve those fiends. Rutterkin are so hateful of their position that they wander the layers of the Abyss in solitude. Because of their lowly position they will never attack any tanar'ri save for least tanar'ri. However, they will savagely attack any non-tanar'ri that they see in the Abyss. Although the rutterkin are usually far too weak to stop intruders powerful enough to travel to the Abyss, these pathetic creatures will always attempt to *gate* in reinforcements, thereby spreading the alarm in the process.

Ecology: It appears that the rutterkin are formed directly by the mighty nalfeshnee, using the life forces of evil but incompetent beings that come before them for judgement. They more truly represent chaos than their kin for they are bound to no cause, have no society, and no master. So lowly are the rutterkin that even the chasme pay them no heed.

There are ancient stories that point to the origin of the rutterkin. Some sources say that many long millennia ago, a race of men from an obscure place in a distant corner of the Prime Material plane began to experiment with plane and probability travel. These cerebral beings began to explore distant places in the Prime Material plane and eventually began to expand out into the inner and outer planes. Their travels were of learning and recording until they discovered the Abyss. When these unsuspecting beings arrived at the evil, endless Abyss, they were enslaved by the tanar'ri who—because their race was young—had never before encountered beings other than themselves. But they misused their new slaves terribly, and their abuse changed the rutterkin into what they are now, their ranks swelled with others foolish enough to travel to the Abyss.

Tanar'ri, Lesser—Alu-Fiend

MC8

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to genius (8-18)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil (see below)
NO. APPEARING:	1-2
ARMOR CLASS:	5 base (see below)
MOVEMENT:	12, Fl 15 (D)
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon
SPECIAL ATTACKS:	Possible magical weapon, spell use
SPECIAL DEFENSES:	Possible magical armor, affected only cold iron or +1 or better weapons, intuition
MAGIC RESISTANCE:	30%
SIZE:	M (5-6' tall)
MORALE:	Steady (11-12)
XP VALUE:	Normal: 18,500 Genius: 40,500

Alu-fiends are the horrid female offspring of succubus and human. They are the worst combination of tanar'ri and human, evil and hateful to the core.

These monsters look most like comely human females with attractive, powerful features. Only their sharp, upsloping eyebrows and wings give them away for what they truly are.

Alu-fiends usually communicate using telepathy, but can sometimes speak additional languages.

Combat: Alu-fiends attack with weapons, having no natural attack forms save fists and teeth (which do normal human damage). It is common for an alu-fiend to carry enchanted weapons; oftentimes a gift from their evil mother. There is a 75% chance that an alu-fiend will have an enchanted weapon. This weapon will most likely be of common make (i.e. +1, +2, etc.), but there is a 15% chance that it is a special weapon of some kind (randomly determined). If a special weapon is possessed, the alu-fiend will rely heavily upon it and never willingly allow any being to take it from her.

Alu-fiends also have the power to restore their own hit points at the expense of their opponents. This requires a normal melee hit, which inflicts 1-8 points of damage, of which the alu-fiend gets half (rounded up).

These creatures have a base armor class of 5. This is the heritage of their unnatural mother. The base can be improved by enchanted armor or protective items, but not by normal armor. However, due to the rigors of the Abyss, many alu-fiends choose to wear armor—common or enchanted—to increase their armor class. As with weapons, there is a 75% chance for the armor to be enchanted (and of common make—+1, +2, etc.). If enchanted armor is possessed, there is a 5% chance the armor is special (i.e. *plate mail of ethereality*, etc.).

For both magical armor and weapons, roll on the magical item tables, pages 139-140 of the DMG.

In addition to those available to all tanar'ri, all alu-fiends—regardless of intelligence—have the following spell-like powers usable one at a time, once per time, at will:



- *charm person*
- *dimension door*, 1 time per day
- *ESP*
- *shape change*, to a humanoid form of approximately their own height and weight only
- *suggestion*

All alu-fiends have infravision out to 240 feet. Alu-fiends are affected only by cold-wrought iron or magical weapons. They have an innate intuitional sense that warns them of impending danger 75% of the time.

Fully 10% of alu-fiends are of genius intelligence. While genius alu-fiends have all the spell-like powers of their less intelligent sisters, they are also actual mages. Genius alu-fiends are 1st to 12th level mages, with full spell ability, and can choose spells from any school. Genius alu-fiends will never be specialist wizards.

Habitat/Society: Alu-fiends tend to be very hateful (even by tanar'ri standards) because of their "half" or dual nature. They view themselves as outcasts, neither human or tanar'ri.

The fact of the matter is that the tanar'ri view them the same way. They are seen as lowly and without purpose. It is only the fairly powerful nature of the alu-fiends that keeps them in contention as a lesser tanar'ri race.

Ecology: Most alu-fiends are very human in appearance. If they wear something to hide their wings, they will be mistaken for a human 70% of the time.

Interestingly enough, 20% of alu-fiends are not totally dedicated to evil. This usually occurs when a succubus mates with a nonevil human. The offspring may retain just a piece of her father's morality. These monsters will tend to be chaotic neutral or true neutral in alignment.

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low to average (5-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2-12
ARMOR CLASS:	0
MOVEMENT:	9, Climb 15
HIT DICE:	6+6
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/2-12
SPECIAL ATTACKS:	Spring attack
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	30%
SIZE:	M (5' tall)
MORALE:	Elite (13-14)
XP VALUE:	25,500

The bar-igura are hulking, brutish creatures that roam the Abyss in small packs. They sometimes serve as scouts for armies in the Blood War.

Bar-igura look like large orangutans. Their fur is a deep, reddish brown and their skin—where exposed—is grayish brown in color. They have gruesome visages and are frightening to behold. Bar-igura have six digits per hand and foot with sharp, wicked claws extending from each. These creatures shamble along the ground using both arms and legs for movement, but prefer to move among things like trees, rafters, vines, etc., for they have increased movement there.

Bar-igura communicate using telepathy.

Combat: Bar-igura favor guerilla tactics and will often lay in wait for opponents, springing forth from cover at the last moment. The beasts can spring up to 40 feet in a leap and attack in the same round.

Bar-igura are savage creatures and willingly fight most anything that comes along. They will attack in numbers, often trying to overwhelm a single unfortunate opponent. Their claws inflict 1-6 points of damage per strike and their bite inflicts 2-12.

In addition to those available to all tanar'ri, the bar-igura have the following spell-like powers, at 6th-level of spell use, that they can use one at a time, once per round, at will:

- *change self*, 2 times per day
- *detect invisibility*
- *dispel magic*
- *entangle*
- *fear*, by touch
- *invisibility*, 2 times per day
- *plant growth*
- *spectral force*, 2 times per day
- *telekinesis*

They may also attempt to gate in 1-6 additional bar-igura with a 35% chance of success.



These creatures are experts of camouflage. They may change their coloration to that of their surroundings much as a chameleon does. The transformation requires one complete round and acts as a thief's hide in shadows 95%.

Habitat/Society: Bar-igura dislike all other tanar'ri and prefer to hunt and terrorize only among their own kind. They usually do not associate with other types of tanar'ri, obeying only those of obviously greater power than themselves.

Bar-igura do, however, act as scouting groups for the Blood War when commanded. They do this without question because they fear the power of the true tanar'ri who will punish them if they do not comply.

In certain areas of the Abyss, the bar-igura form societies of 300 or more creatures. These societies divorce themselves from the day to day dealings of the Abyss and form their own crude "government". It is the only equivalent of a government found on the Abyss. When in such a society, bar-igura will not obey any other tanar'ri, for they feel their numbers will protect them from the wrath of the true tanar'ri. This is often the case, but still there are tales of a balor summarily laying waste to an entire society of these rebellious bar-igura.

Ecology: Bar-igura are beasts and not terribly intelligent. They do not have the same hatred of the baatezu that other tanar'ri feel. They are the closest thing to animals among the tanar'ri and are given especially cruel treatment by the more powerful tanar'ri when they are thought to be out of line.

	Major	Baron/Marquis
CLIMATE/TERRAIN:	The Abyss	The Abyss
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average to exceptional (9-16)	High to genius (13-18)
TREASURE:	R, C	Z, A
ALIGNMENT:	Chaotic evil (see below)	Chaotic evil (see below)
NO. APPEARING:	1	1
ARMOR CLASS:	6	2
MOVEMENT:	15	15
HIT DICE:	4	6
THAC0:	17	15
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	by weapon	by weapon
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	30%	30%
SIZE:	M (6-7' tall)	M (6-7' tall)
MORALE:	Elite (13-14)	Elite (13-14)
XP VALUE:	13,500-17,500	16,500-23,500

In the event that a tanar'ri mates with a human female the resulting offspring is always a cambion. The type of cambion so sired depends on its parentage. If a lesser or greater tanar'ri mates with a human female, a major cambion will be born. If the father was a true tanar'ri, the offspring will be a baron/marquis. In either case, the mother does not survive the birth.

Cambions are ugly and terrifying. They are humanoid, but have pitch black skin that is covered with pockmarks and is slightly scaly. Their ears are sharply pointed and their mouths are filled with crooked, sickly fangs. These creatures often adorn themselves with spiked armor and weapons.

Cambions have ability scores much like a PC or NPC. The range is determined by the type of cambion and is detailed below:

	Male Parentage Class	
	Major	Baron/Marquis
Strength	17-18*	18-20**
Dexterity	13-18	15-20
Constitution	13-18	15-18
Intelligence	9-16	13-18
Wisdom	5-8	13-18
Charisma	1-6	2-24***

* Roll 1d4: 1=17, 2=18, 3=18/50, 4=18/00

** Roll 1d6: 1=18, 2=18/25, 3=18/50, 4=18/00, 5=19, 6=20

*** Scores over 18 indicate the cambion is considered charming. Charming cambion can, at will, produce a reaction identical to a *charm person* spell.

Cambions communicate using telepathy.

Combat: Cambions tend to use ornate weapons and armor. They are 75% likely to have a magical weapon. It will most likely be of common make (i.e. +1, +2, etc.), but they are 15% likely to have a special magical weapon. The special weapon should be randomly determined.

These tanar'ric offspring are also likely to possess magical ar-



mor. A cambion is 75% likely to have magical armor. It will most likely be of common make (i.e. +1, +2, etc.), but they are 15% likely to have special armor, also determined randomly.

In addition to those available to all tanar'ri, cambions have 1 to 4 of the following spell-like powers:

- *detect magic*
- *fear*, by touch
- *levitate*, 7 times per day
- *polymorph self*, 3 times per day

Cambions have keen senses are thus never surprised. Each is normally very stealthy; they can climb walls 95%, hide in shadows 80%, and move silently 80%. They may perform these actions in bulky metal armor without penalty.

Any cambion with 16 or higher intelligence will have mage abilities. They can act as mages of a level equal to their hit dice (cambion majors 4th level, cambion baron/marquis 6th level) and will have a randomly determined spell-book.

Habitat/Society: Cambions, much like alu-fiends (q.v.), are freaks and outcasts. They are never accepted in human society and are only poorly tolerated in tanar'ri society. This has caused them to be very bitter (even by tanar'ri standards) and hateful towards all things.

However, their stealth and detachment make them excellent assassins. They are often used directly by the balors as personal bodyguards and advisors. A cambion will take great pride in serving so high a power in the Abyss.

On rare occasions, a cambion will not be chaotic evil, but will neutral or good. There is but a 10% chance of this phenomenon occurring and only when their tanar'ric father mates with a human female of good alignment. These wretched creatures are doomed to an existence of misery since they will rarely, if ever, be accepted by a good aligned community. They normally end up being lone wolves.

Ecology: Evil cambions serve in the Blood War as assassins.

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	I, Q
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12, Fl 18 (C)
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3/1-3
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	+2 or better weapons to hit, immune to fire, never surprised
MAGIC RESISTANCE:	30%
SIZE:	M (6' tall)
MORALE:	Elite (13-14)
XP VALUE:	29,000

Beautiful and seductive, the succubi are the temptresses of mortals. While the glabrezu (*q.v.*) are the subtle tempters of men of power, the succubi are temptresses of men of passion and energy.

Succubi appear most often in polymorphed form, that of stunningly beautiful women with perfect figures and smooth, milky skin. In this form, succubi are as different in appearance to one another as mortal women are. They all share one thing with each other, though: uncommon loveliness. They may also appear as any demihuman race to tempt members of it. However, they do not often deal with demihumans because the fiery nature of humans makes them easier prey.

Succubi have the ability to appear more tanar'ric in their true form: that of a beautiful woman with large wings and sinister, glowing eyes.

Succubi are capable of speaking the language of their victims. They can also communicate using telepathy.

Combat: Succubi are not warriors by any means. When pressed, they are capable of defending themselves, but will always choose to flee when possible.

They may attack with their fists that inflict but 1-3 points of damage per hit.

The kiss of a succubi gives *energy drain* their victim, causing him to lose one life level. A common tactic of the succubi is to lure mortal men into activities of passion and then drain the life from them. Even after being drained by the succubi once, the heat of the moment is so strong that most men will not notice they have been drained. Any man engaged in amorous activities with a succubi must make a wisdom check with a -4 penalty each time he is drained. If he fails the check, he will continue heedless of the danger.

In addition to those available to all tanar'ri, succubi also have the following spell-like powers, usable once per round, one at a time, at will:

- *become ethereal*, as if using *oil of ethereality*
- *charm person*
- *clairaudience*
- *ESP*
- *plane shift*



- *shape change*, to a humanoid form of approximately their own height and weight only
- *suggestion*

They may also attempt to *gate* in a single balor once per day with a 40% chance of success.

Succubi are affected only by +2 or better weapons. They are immune to all *fire*-based attacks, magical or otherwise. They are never surprised.

Habitat/Society: The temptresses of the lower planes are subtle and slow. It is their way to cause mortals to succumb to their charms and beauty, ultimately bringing about the mortals' deaths. They often have passionate encounters with mortal men, only to later destroy them and take their life forces to the Abyss.

Succubi act independently of the tanar'ri society. They seem to work of their own volition and are ultimately answerable to no one. The greater and true tanar'ri seem to be content with this situation, for those powerful creatures do not act to stop the succubi.

Ecology: It could be argued that the destruction of mortals leads directly to power gained in the Abyss. With this the succubi aid the eternal war effort of the tanar'ri and are, therefore, tolerated.

Incubus

Incubi are the male counterparts to succubi, but are far less common. These creatures are male and travel to the Prime Material plane to tempt female mortals. These creatures always appear as the most perfect male specimen of the whatever race they are tempting. However, succubi and incubi do not mate to perpetuate their kind. That process is a mystery.

It is uncertain why there are more succubi than incubi. Sages suggest that it is because mortal men are far more susceptible to the temptations of beauty than are women.

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	H x 3
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	-8
MOVEMENT:	15, Fl 36 (B)
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	by weapon or 2-12
SPECIAL ATTACKS:	Terror, body flames, death throes explosion
SPECIAL DEFENSES:	+3 or better weapons to hit
MAGIC RESISTANCE:	70%
SIZE:	L (12' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	46,000

The greatest and most terrible of the true tanar'ri, the balors are the undisputed terrors of the Abyss. They are the very motivation behind the tanar'ri involvement of the Blood War. In every sense of the word, balors are the quintessential tanar'ri. They derive great pleasure from the suffering of others and will go out of their way to torment lesser beings and cause them pain.

Balors are repulsive and loathsome to behold. They are towering humanoids with deep, dark red skin. They have huge wings that propel them with unnatural speed and agility. They have long, wicked claws and grotesque fangs that drip with venom. Balors commonly carry great swords of lightning and are surrounded by searing flames.

Balors communicate using telepathy.

Combat: Balors can attack with their great fists for 2-12 points of damage. Anyone so struck by the fists of a balor must make a saving throw vs. spells with a -6 penalty or flee in terror for 1-6 turns.

Balors much prefer their weapons to their fists in combat. Each carries a great sword that looks like a bolt of lightning. In the hands of the balor, these swords are *vorpals* and can *detect evil/good* in a 30' radius. Any creature that picks up a balor's sword, regardless if their skin actually touches it, will immediately suffer 10-60 points of damage and must make a saving throw vs. spells or die immediately.

Balors also use a great whip with many "tails." These whips will inflict but 1-4 points of damage per hit. However, they magically wrap around the victim, allowing the balor to draw the victim into his everpresent bodily flames. Once dragged into the flames, the victim suffers 4-24 points of damage per round. Escaping the whip requires a successful one-half strength check. While one victim is held in the whip, it cannot be used in other attacks.

In addition to those available to all tanar'ri, balors may use the following spell-like powers, at an impressive 20th-level of spell use, one at a time, once per round, at will:

- *detect invisibility*, always active
- *detect magic*, always active
- *dispel magic*
- *fear*
- *pyrotechnics*



- *read magic*
- *suggestion*
- *symbol*, any type
- *telekinesis*
- *tongues*

They may also *gate* 1-8 lesser, 1-6 lesser, 1-4 greater, or 1 true tanar'ri to their location. The *gate* will always be successful but may only be used one time per hour.

Balors are immune to all nonmagical attacks including nonmagical fire, gas, poison, and weapons. If a balor is slain in the Abyss, it explodes in a blinding flash of light, inflicting 50 points of damage to everything in a 100 foot radius around the creature (saving throw vs. spell for half damage).

Habitat/Society: Balors exist for one purpose only: to wage the Blood War. They are driven by the strongest primal desire to fight and will command whole legions of beings into battle.

Balors also recognize a subtle but important aspect of the War: the Prime Material plane. They will often make pacts with mortals to perform services for the purpose of gaining power in the Prime Material plane. Balors know that the more followers or allies they can gain in the Prime Material plane, the more power they have there.

There are at least 24 balors known to exist. The creature do not inhabit any particular area of the Abyss, but rather wander about forming armies for battle with the baatezu (q.v.).

Ecology: Certainly there is nothing more important in the Abyss than the Blood War. The balor, in a sense, *are* the Blood War from a tanar'ri perspective. In that sense, they are the ecology of the Abyss, driving the creation of new beings and mandating their survival.

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	H (see below)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	-7
MOVEMENT:	15
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	2-12/2-12/1-3/1-3/2-5
SPECIAL ATTACKS:	Grab
SPECIAL DEFENSES:	+2 or better weapons to hit
MAGIC RESISTANCE:	50%
SIZE:	H (15' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	44,000

Glabrezu are the true tanar'ri that typically respond to summonings from the Prime. They are agents that go forth and attempt to secure power on the Prime Material plane for their cause.

Glabrezu are towering, broad and well-muscled, with four arms, two of which end in hands with wicked claws, two of which end in large and powerful pincers. They have dog-like heads with snarling fangs. Their skin color ranges from a deep russet to pitch black. They have penetrating violet eyes. These giant, commanding tanar'ri are terrifying to look upon.

Glabrezu communicate using telepathy.

Combat: Glabrezu will usually not fight when dealing with mortals in the Prime Material plane. They prefer to use guile and trickery. A glabrezu very much enjoys coercing a mortal into an evil bargain through negotiations and deception. However, if things do not go as planned, the glabrezu will think nothing of slaying the mortal who, to the glabrezu's thinking, would probably end up in the Abyss anyway.

When necessary, a glabrezu can attack with a claw/claw/pincer/pincer/bite routine. The claws will each inflict 1-3 points of damage per hit, the powerful pincers each inflict 2-12 points of damage, and the bite inflicts 2-5 points.

When attacking an opponent that weighs 150 pounds or less, a glabrezu can attempt to grab the victim and pick him up off the ground. Victims struck by a claw must make a dexterity check. Failure means that the glabrezu has picked him up off the ground. The opponent will most likely be picked up by the waist, so he can still attack normally but at a -4 penalty on his attack. A grabbed victim may only break free upon making a half strength check in a round in which he is not otherwise attacking. A glabrezu will rarely drop an opponent once he is grabbed unless the tanar'ri is about to die.

In addition to those available to all tanar'ri, glabrezu can use the following spell like powers, at 10th-level of spell use, one at a time, once per round, at will:

- *burning hands*
- *charm person*
- *confusion*
- *detect magic*, always active
- *dispel magic*
- *enlarge*



- *mirror image*
- *power word, stun*, 7 times per day
- *reverse gravity*
- *true seeing*, always active

Glabrezu can gate in one true tanar'ri with 50% chance of success. This can be done once per day.

These creatures are immune to all nonmagical attacks like fire, gas, acid, etc. They are unaffected by weapons of less than +2 magical enchantment.

Due to their role in true tanar'ri society, glabrezu can *plane shift* at will. They will rarely do this of their own volition, however, preferring to go to the Prime only when summoned.

Habitat/Society: Glabrezu are the covert agents of the underworld. It is their job to lure the weak mortals into giving them power. When a mortal mage summons a glabrezu the mage believes it is he that is gaining power by the casting. The spell caster is confident that if his magic is strong, he will be the master of the situation. Nothing could be further from the truth, however, because mortal mages are short-sighted compared to the immortal glabrezu. The glabrezu knows that with each casting, with each summoning, its power there—like a seed of evil—is fertilized and begins to germinate.

Glabrezu possess a great deal of treasure that they hoard in vast subterranean lairs in the Abyss. These masses of gold, magic, and other wealth are used to tempt mortals and lure them into summoning the glabrezu more often.

Ecology: Unlike the writhing masses and hordes of chaos that inhabit the Abyss, the true tanar'ri are the masters of tanar'ri destiny. In that society, the glabrezu are an elite. They are leeching power from the Prime Material plane and exerting their influence there with surgical precision. Although they generally do not take a part in the wholesale slaughter and warfare that the rest of tanar'ri society engages in, their subtle manipulations and subjugations are a deeper form of evil.

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Common
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to high (8-14)
TREASURE:	C
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-6
ARMOR CLASS:	-6
MOVEMENT:	12
HIT DICE:	9
THACO:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/4-16
SPECIAL ATTACKS:	Bear hug, stench
SPECIAL DEFENSES:	+2 or better weapons to hit, half damage from other nonmagical, never surprised
MAGIC RESISTANCE:	70%
SIZE:	L (7' + tall)
MORALE:	Fanatic (17-18)
XP VALUE:	39,000

The hezrou are one of the least powerful of the true tanar'ri, but they are still creatures of formidable power. They perform the will of the nalfeshnee and are often seen wandering the layers of the Abyss, usually overseeing the formation of armies.

Hezrou appear as large toads with arms in place of forearms. They are roughly humanoid, comfortably standing upright or on all four limbs at will. They have rows of blunt, powerful teeth and spines running the length of their back.

Hezrou communicate using telepathy.

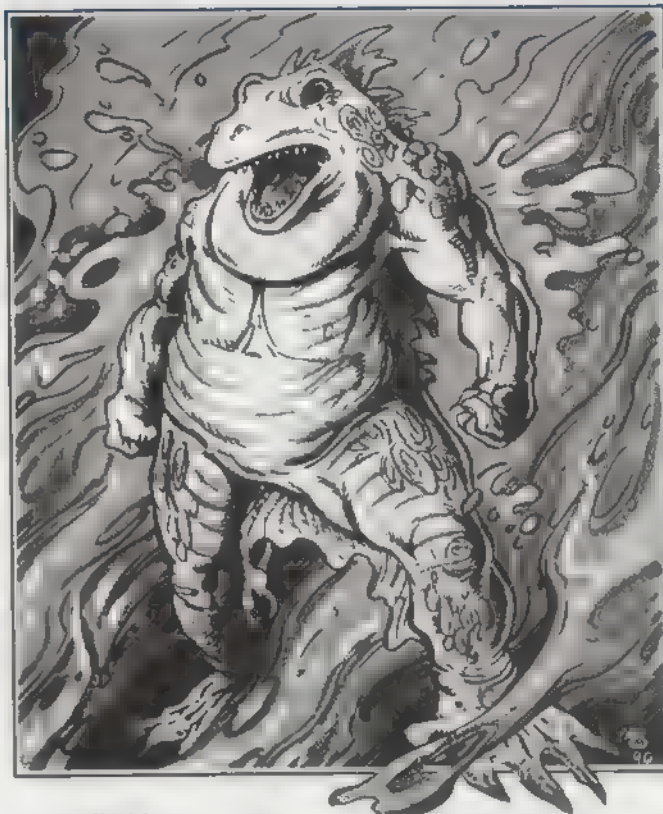
Combat: Hezrou are foul tempered and mean. They often attack even those that follow their instructions just for the sheer entertainment of it. Their claw attacks inflict 1-6 points of damage per successful hit. Their blunt, crushing teeth inflict 4-16 points per successful bite.

If both claw attacks successfully hit a target in the same round, they victim is in a powerful bear hug and cannot attack. The crushing of the hug will inflict 2-8 points of damage per round and the hezrou's bite attacks will automatically hit. A successful one-half strength check is required to break free of the hug. A hezrou will release its victim if it itself sustains 20 points of damage or more in one round.

The amphibious, frog-like skin of a hezrou emits a foul liquid that coats its skin at all times. Anyone within 10 feet of the creature must make a saving throw vs. paralyzation or be overcome by the powerful stench of the creature. Anyone so overcome will be unable to attack, helpless on the ground, gagging and vomiting. Those that do successfully make their saving throw are still at a -2 penalty to their attack and initiative dice.

In addition to those available to all tanar'ri, hezrou have the following spell-like powers, at 9th-level of spell use, usable one at a time, once per round, at will:

- *animate object*
- *blink*
- *duo-dimension*, 3 times per day
- *produce flame*
- *protection from normal missiles*
- *summon insects*
- *unholy word*, reverse of *holy word*



• wall of fire

They may, three times per day, attempt to *gate* in 4-40 least, 1-10 lesser, or 1-4 greater tanar'ri with a 50% chance of success. Once per day, they may attempt to *gate* in 1 true tanar'ri with a 20% chance of success.

Hezrou are immune to attacks from nonmagical weapons and take but half damage from all nonmagical attack forms (such as fire, poison, acid, etc.). They are impossible to surprise. Hezrou have infravision extending out to 120' and have double human normal auditory and olfactory senses.

Habitat/Society: Hezrou are the "long arm" of the imperious nalfeshnee. They are charged with walking among the layers of the Abyss and enforcing the directions of the higher true tanar'ri. Due to the extremely chaotic nature of the inhabitants of the Abyss, the hezrou's services are very often needed.

During certain times of a century, the hezrou are given the ability to *plane shift* at will. At these times of the Dark Walk, as they are known, the hezrou go forth and make pacts with mortals. They will willingly enter into service for a mortal—typically one in dire need—but exact a heavy toll. They will typically secure the eternal subservience of the mortal or someone close to him (a family member, friend, etc.) in exchange for a great service such as destroying an enemy's castle, retrieving a lost artifact, or some other accomplishment of that nature. These victims come to the Abyss and their tragic fate is to serve as manes (q.v.).

Ecology: As a form of true tanar'ri, the hezrou are integral to the Blood War. They are literally the enforcers of the will of the true tanar'ri. In this respect, they are often spared the certain death of front line duty in the war.

Hezrou are less advanced than the other true tanar'ri. They are not as intelligent nor as intuitive as the great rulers of the Abyss. This is ideal to their duties, however, for theirs is to obey and enforce.

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	C, F
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-2
ARMOR CLASS:	-9
MOVEMENT:	15
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	7
DAMAGE/ATTACK:	4-24 and 6 by weapon
SPECIAL ATTACKS:	Magical weapons, constriction
SPECIAL DEFENSES:	+2 or better weapons to hit, never surprised, spell immunity
MAGIC RESISTANCE:	70%
SIZE:	L (7' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	45,000

Bold and cunning, mariliths are the generals and tacticians for the Blood War. Where the balors are the influence and energy behind the war effort, the mariliths are the brains and tactics.

Terrible to behold, these creatures appear as half snake, half humanoid. From the waist down, these creatures have the bodies of giant snakes, with huge, green, scaly coils. From the waist up, they are beautiful, comely females. Besides the obvious snake body, the feature that gives away the true nature of this tanar'ri is her six arms. They are commonly adorned with precious jewelry and highly decorated weapons—they most often carry a different weapon in each of their six hands.

Mariliths communicate using telepathy.

Combat: Although mariliths are strategists and tacticians, they love to enter combat and will do so whenever the opportunity presents itself. They can attack with each of their six arms and constrict a victim with their snaky tails, as well.

Mariliths will always carry a different weapon in each hand, favoring exotic swords and axes. The DM should assign specific weapons; 90% of them should be enchanted of the common the variety, and 15% of those should be a special weapon. Marilith favor their weapons greatly. If one should ever be lost or stolen, they will go to great lengths to see that the weapon is recovered.

A marilith can also constrict with her deadly tail. If the tail hits in combat, it wraps around a victim to crush the life out of him. The tail does 4-24 points of crushing damage plus constricts the air from a victim. Once constricted, the victim automatically takes 4-24 points of damage per round. Additionally, due to the constriction of air, he must make a constitution check every round or fall unconscious. No opponent with less than a 15 strength can even hope to break free of the tanar'ri's coils. There is a 10% chance per round per point of strength over 14 that he can escape.

In addition to those available to all tanar'ri, mariliths have the following spell-like powers that they can use once per round, one at a time, at will:

- *animate dead*
- *cause serious wounds*, reverse of *cure serious wounds*
- *cloudkill*
- *comprehend languages*



- *curse*, reverse of *bless*
- *detect evil*
- *detect magic*
- *detect invisibility*
- *polymorph self*, 7 times per day
- *project image*
- *pyrotechnics*
- *telekinesis*

They may also attempt to *gate* in 2-20 least tanar'ri, 1-6 lesser tanar'ri, 1-4 greater tanar'ri, or 1 true tanar'ri once per hour with a 35% chance of success.

Weapons of +1 or lesser magical enchantment cannot harm a marilith. These creatures are never surprised. They cannot be fooled by illusions and are immune to mind affecting spells.

Habitat/Society: As noted, mariliths are the strategists of the Blood War. They are in charge of devising all tactics to be used during the battles and coordinate the activities of all true tanar'ri (save the mighty balors, of course). Due to the chaotic nature of the non-true tanar'ri, it is not really possible to coordinate their activities, but the mariliths are charged with it nevertheless.

These stunningly powerful creatures have a hatred for the glabrezu. They feel that the subtle warfare of the glabrezu is a children's game and inferior to proper warfare. A marilith will attempt to discredit the workings of the glabrezu any chance they get. They would completely destroy the subtle beasts, but the all-powerful balors favor the glabrezus' tactics and would have them continue their ways.

Ecology: Mariliths are true tanar'ri, which makes them a part of the driving force behind the Blood War. Moreover, they are the coordinators and generals of the war efforts. Mariliths feel that they are the true force behind the war. Secretly, they feel that the balors have their place only because of their great power but are not absolutely necessary. They may be right in their belief, but the power of the balors remains unchallenged.

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Godlike (21+)
TREASURE:	H×2
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	-8
MOVEMENT:	12, Fl 15 (D)
HIT DICE:	11
THAC0:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/2-8
SPECIAL ATTACKS:	Magical spray
SPECIAL DEFENSES:	Never surprised, affected only cold iron or +2 or better weapons
MAGIC RESISTANCE:	70%
SIZE:	H (20' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	43,500

For mortals, there is no being more terrifying than the nalfeshnee. These creatures are punishers. Those that pass into the Abyss will eventually come before one of these beings, to suffer judgement and the pain of transformation.

Nalfeshnee are towering creatures, broad and strong. They combine the worst features of an ape and a boar, and their small wings appear unable to bear their ponderously huge bodies. Nalfeshnee have red, glowing eyes that pierce the mind and seem to draw energy from just a glance.

Nalfeshnee communicate using telepathy.

Combat: Though the nalfeshnee usually sit atop their thrones and judge the masses of mortal lives in the Abyss, they are quite capable of battle. Their physical attacks consist of a claw/claw/bite routine with the claw attacks inflicting 1-4 points of damage and the bite 2-8. These are rarely used.

Nalfeshnee have a special attack that in some ways resembles the spell *color spray*. Three times per day, they may concentrate their power into an energy attack. In order to perform the attack, they must concentrate for an entire melee round (although successful hits on the creature during that round will not cause it to break concentration). After concentration, the nalfeshnee releases energy in the form of multiple, rainbow-colored beams that shoot in every direction. All creatures within 50 feet of the nalfeshnee will suffer 15 points of damage immediately (saving throw vs. spells for half damage). They must then make a saving throw vs. spells with a -2 penalty. Failure means they are temporarily stricken dumb and will wander around randomly in a trance-like state for 1-10 rounds.

In addition to those available to all tanar'ri, these powerful creatures have the following spell-like powers usable once per round, one at a time, at will:

- *alter self*
- *bind*
- *call lightning*
- *chill touch*
- *detect invisibility*, always active
- *distance distortion*
- *ESP*, always active
- *feeblemind*



- *forget*
- *giant insect*
- *invisibility*
- *know alignment*, always active
- *mirror image*
- *protection from good*, always active
- *raise dead*
- *slow*
- *web*

Nalfeshnee may also attempt to *gate* in 1-6 babaus or 1 vrook, twice per day, with a 50% chance of success.

Nalfeshnee are never surprised. They are immune to non-magical weapons, save those made from cold-wrought iron. They may communicate with any being using a powerful form of telepathy.

Habitat/Society: Nalfeshnee are the most intelligent of the tanar'ri. Because of this, they consider themselves to be superior even to the mighty balors. Nalfeshnee will not act on this feeling nor voice it to another because they realize the balors have greater combat powers than they. A nalfeshnee will not, however, pass up an opportunity to secretly trip up the plans of these mighty beings, embarrassing the balor and perpetuating the Blood War.

The nalfeshnee primarily occupy the 400th layer of the Abyss where they sit on mighty thrones of flame in the Mountain of Woe. From these thrones they cast judgement upon the mortal life forces that pass into the Abyss. They are also known as lords of woe.

Ecology: Nalfeshnee are dark creatures of evil. They feed upon hatred and despair, emotions they can draw out of any being they see. They draw these feelings from the life forces they judge, devouring their emotions, leaving an empty husk of useless thoughts. These husks are then transformed into other forms of tanar'ri in ceremonies involving centuries of unimaginable torture.

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Uncommon
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2-8
ARMOR CLASS:	-5
MOVEMENT:	12, Fl 18 (C)
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1-4/1-4/1-8/1-8/1-6 +7 (strength bonus)
SPECIAL ATTACKS:	Spores, screech, first attack, <i>dance of ruin</i>
SPECIAL DEFENSES:	+2 or better weapons to hit, never surprised
MAGIC RESISTANCE:	70%
SIZE:	L (8' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	37,000

The vrock are the weakest of the true tanar'ri and serve as elite fighting troops in the Blood War. Vrock look like a cross between a large human and a vulture. The creatures have strong, sinewy limbs covered with fine, gray feathers. They have long, unseemly necks and terrible vulture heads. The wicked claws and beak of the vrock are obvious weapons.

Vrock communicate using telepathy.

Combat: Vicious fighters, the vocks can attack a devastating five time in a single melee round. Because of their dexterity and extreme battle prowess, vocks may direct each of these attacks against different opponents. Their hand claw attacks each inflict 1-8 points of damage. Their beaks inflict 1-6 points of damage per successful hit. Vocks may also attack with their foot claws, inflicting but 1-4 points of damage because the vrock is off balance when attacking this way.

The vocks also attack with a stinging ejection of spores from small glands about the creatures' bodies. They may attack once every three melee rounds with a spore attack. By ejecting a spray of spores from multiple glands, a vrock is able to affect all opponents within 5 feet of it. Anyone in the radius of the spores will automatically take 1-8 points of damage from them. Once the spores have hit, they implant themselves just below the surface of the skin and begin to grow and sprout. Victims will suffer 1-2 points of damage per round from spore growth. The spores will continue to grow for 10 melee rounds at which time the victim is covered with thick, vine-like growths. The spores can be killed by a *bless*, *neutralize poison*, or similar spell or by being sprinkled with holy water. *Slow poison* will stop the growth.

Once per battle, a vrock can emit a loud, deafening screech. This screech affects everyone within 30 feet. They will usually save their screech for emergencies and will typically use when near death, screeching just before they teleport away. A saving throw vs. spell negates this.

In addition to those available to all tanar'ri, vocks have the following spell-like powers, at 10th-level of spell use, usable once per round, one at a time, at will:

- *detect invisibility*
- *detect magic*



- *dispel magic*
- *mass charm*
- *mirror image*
- *telekinesis*

They may also attempt to *gate* in 2-20 manes, 1-6 bar-lgura, or 1 nalfeshnee. This may only be attempted once per day, and there is a 50% chance of success.

Vocks are completely immune to attacks from nonmagical weapons. These creatures are never surprised and will always attack first in the melee round. Vocks have a 19 strength gain all attack and damage benefits from it (+7 damage adjustment). They have infravision that extends out to 120'.

When five or more vocks are fighting together in a battle, they may attempt a special power called *dance of ruin*. The vocks simply join hands and form a circle. They then begin to dance wildly in a circle, each one screeching and chanting in ancient languages. After three melee rounds of this, a weave of energy will be created that crackles and scintillates in the air like lightning. Anyone within 100 feet of the *dance of ruin* must make a saving throw vs. death magic or suffer 2-40 points of damage (make a saving throw vs. spells for half damage). If any of the vrock take 20 or more points of damage during the three melee rounds, the *dance* is disrupted and must be started again. All creatures, including the vrock, are affected.

Habitat/Society: Vocks play a very direct and important role in tanar'ri society. They are an elite fighting force used in important battles and combat situations. They are often sent on missions such as infiltration and other covert missions.

Ecology: Vocks have no known ecological niche, save for the fact that they eat their fallen foes after combat. They are simply powerful fighting machines from birth. Vocks are very loyal to their own. They travel in groups of up to eight (more when entering battle) and fight in coordination with each other with perfect timing and synchronicity.

CLIMATE/TERRAIN:	Olympus
FREQUENCY:	Uncommon
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Supra-genius to godlike (19-21 +)
TREASURE:	E, Q (×10), R
ALIGNMENT:	Chaotic good

NO. APPEARING:	1-10
ARMOR CLASS:	0
MOVEMENT:	36
HIT DICE:	20
THAC0:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	7-42 (7d6) weapon +14 (strength bonus)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	G (25 + ' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	70,000 (see below)

Titans are gargantuan, almost godlike men and woman. They, quite simply, look like 25' tall people of great physical strength and beauty. They are commonly dressed in traditional Greek garb, favoring togas, loincloths, and such. They wear rare and valuable jewelry and in other ways make themselves seem beautiful and overpowering.

In addition to speaking their own language, titans are able to speak the six main dialects of giants. All titans are also conversant in the common tongue as well as that commonly spoken by forest creatures, as these giants have close ties with nature.

Combat: The basic attack of titans is their great maul (*maul of the titans*). These monstrous beings are capable of attacking twice in a melee round and inflicting 7-42 points of damage per hit.

Titans may choose to make a single other attack in a round. This form of special attack is so destructive and deadly, that a titan will use it only if there are no other options left open. The form of each titan's attack will be different (some kick, some punch, others use a breath attack, lightning, etc.), but the effect is the same for each. The special attack inflicts 10-60 points of damage per hit and can be used every other round. These mighty attacks have been known to destroy buildings and sink ships.

Titans can become ethereal twice per day. All titans are able to employ both mage or priest spells (dependent on the individual titan—only one, not both) as a 20th-level spell caster. In addition, all titans have the following spell-like powers, at 20th level of spell use, usable once per round, one at a time, at will:

- *advanced illusion*
- *alter self*
- *animal summoning II*
- *astral spell*
- *bless*
- *charm person or mammal*
- *commune with nature*
- *cure light wounds*
- *eyebite*
- *fire storm*
- *hold person*
- *hold monster*
- *hold undead*



- *invisibility*
- *levitate*
- *light*
- *mirror image*
- *pass without trace*
- *produce fire*
- *protection from evil, 10' radius*
- *remove fear*
- *remove curse*
- *shield*
- *speak with plants*
- *summon insects*
- *whispering wind*

Titans are not affected by attacks from nonmagical weapons.

Habitat/Society: Titans are lovers of life, creators of fate. These benevolent giants are closer to the well springs of life than mere mortals and, as such, revel in their gigantic existences. Titans are wild and chaotic. They are prone to more pronounced emotions than humans and can experience godlike fits of rage. They are, however, basically good and benevolent, so they tend not to take life. They are very powerful creatures and will fight with ferocity when necessary.

To some, titans seem like gods. With their powers they can cause things to happen that surely only a god could. They are fiery and passionate, displaying emotions with greater purity and less reservation than mortal beings. Titans are quick to anger, but quicker still to forgive. In fits of rage they destroy mountains and in moments of passion will create empires. They are in all ways godlike and in all ways larger than life.

And yet it should be noted that titans are not gods. They are beings that make their home in Olympus and walk among the gods. Yet they are not omnipotent, omniscient rulers of the planes. Sometimes their godlike passions and godlike rages make them seem like deities, however, and it is common for whole civilizations to mistake them for deities.

In one society, Jeuron, a titan with dominion over knowledge, was revered as a god for centuries. Those mortals built their whole civilization around him and Jeuron revelled in the worship. He even walked among them occasionally to see their love and admiration. But Odin, of the Norse mythos, discovered his deception and punished Jeuron by shackling him to the bottom of the deepest sea for 100 years.

Titans have a natural affinity for storm giants. Those giants are the closest beings the titans have found to peers and they will readily befriend them. In any group of titans, there is a 35% chance that they will be accompanied by one or more storm giants. Although titans can sometimes be condescending by nature, they never treat the storm giants as subordinates or inferiors.

On Olympus, titans have developed a culture similar to what they found there. They wear similar clothing, eat similar foods, play similar music, etc. It is unclear why this has occurred. Perhaps the titans, in a godlike whim, adopted their favorite mortal lifestyle. Such would not be unusual for these great beings.

Titans primarily dwell in great palaces and mansions in Olympus where they live their lives whimsically. There they will dance, sing, study, debate and engage in all other manner of activities with titanic proportion. If a titan finds something that interests him, it would not be unusual for him to study it in great detail for many weeks, only to leave it when his interest has waned. They may also engage in debates or arguments that last literally for weeks at a time. These debates might end in a jovial laughter and good spirits or in thunder and rage. Such are the whims of titans.

Ecology: Titans are basically identical to humans, except much larger. What makes them immortal is not known. Perhaps it is their enchanted existence in the halls of Olympus.

These giants are commonly known to experience the same range of emotions as humans do. They develop idiosyncrasies as humans do, also. In fact, titan mannerisms emulate those of humans very closely. Again, it is difficult to tell if the titans are whimsically copying humans, or vice versa.

Titans, being godlike creatures, tend to be very diverse and unique. Each individual titan (or sometimes group of titans) have a special power is that related to their personality or sphere of influence. These powers are very different, and usually very strong (which is why titans are worth more experience points than other monsters in their HD range). Some examples of the powers of a titan are explained below:

Algorn, a titan that has influence over the seas, has the ability to *create water* whenever he chooses to. This water can be vast as he desires, up to the volume of a medium-sized lake. Algorn can simply cause the water to flow, he can cause it to jet out from his hands (washing away everything in its path away), or he can even cause the water to be frozen.

Mane, a titan with dominion over felines, has the ability to change into a giant form of any cat. When he transforms, he is instantly cured of all wounds, poisons, and diseases. Mane may change into a cat and back again five times per day.

Porphyl is a titan with the power of growth. He may cause any immature life to grow to maturity. Thus, he can cause crops to grow, he can make a boy grow to manhood, etc. Porphyl is very wise and would never abuse his ability.

Malephus, a titan with influence over law and justice can unerringly detect any spoken lie and any bad intention. He is often used by many greater powers in trials of justice. Malephus is totally honest; he is incapable of lies or deception.

Syllia, a titan with power over love, can remove any negative feelings from any being (except deities and powers). She has the ability to remove hatred, unhappiness, depression, etc. Syllia cannot remove the feeling permanently, but for at least a day or so. The deities of the upper planes often employ her power when trying to stop wars.

Girzon, a titan with dominion over death, can take the life from any living being. It should be noted that Girzon has never used this ability unless commanded to by a deity. Girzon's restraint and self-control is revered by other titans.

Greater Titans: Rumors exist of a race of titans more powerful still than common titans. These *greater* titans are said to be very close to the gods and always accompany one (with some deities and powers being attended by more than one greater titan). Perhaps greater titans were formally common titans who have grown so great in power that the gods brought them closer to themselves. Such matters are not common knowledge.

It is very difficult to provide combat statistics for greater titans. Like the gods themselves, greater titans are simply not subject to aggression from nondivine beings. They are never harmed by such attacks.

CLIMATE/TERRAIN:	Upper planes
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	High (13-14)
TREASURE:	None
ALIGNMENT:	Neutral

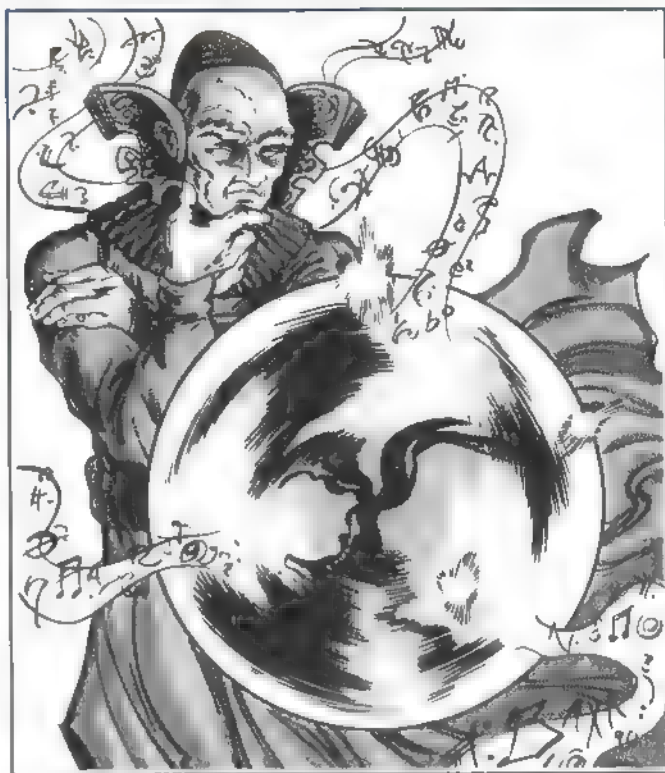
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	Fl 64 (A)
HIT DICE:	5
THAC0:	Miss only on a 1
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Stun
SPECIAL ATTACKS:	Spell erasing
SPECIAL DEFENSES:	Deific intervention
MAGIC RESISTANCE:	Nil
SIZE:	S (3' diameter sphere)
MORALE:	Fearless (19-20)
XP VALUE:	3,000

Messengers of the very gods themselves, translators are humanoid beings that travel the planes at tremendous speeds, relaying messages of great importance. These speedy couriers of the powers look like spheres of shining silver around three feet in diameter. They pulse with an inner, yellow hue when they are carrying a message. They have no apparent "front" or "back," and exhibit no corporeal form whatsoever.

All translators can speak any language they find necessary. It will take approximately 30 seconds for one to pick up a new language. Note that the translator does not have to hear the language spoken—when in the presence of creatures who speak a language unknown to the translator, it will pick up that language magically.

Combat: There are two occasions and two occasions only when a translator will fight: when they are being directly prevented from delivering a message and when they cannot outrun an attacker. With their impressive speed and great maneuverability, translators are very likely to be able to outrun anything attacking them, and will do so to avoid combat when they are not delivering a message.

If forced into combat, translators attack with a shining silver beam of light. Translators the ability to almost always hit in combat, missing only on a roll of 1. The translator need simply choose its target and a it will hit. The silver beam of energy has a powerful stun affect. Anyone struck by the beam will be automatically stunned for 1d12-3 rounds. No save is possible. If the result is zero or less, the beam did not carry sufficient power to stun its target. Anyone stunned by a translator will be unable to move or think for the duration of the effect. The target will, in effect, be in a total state of suspended animation. It also carries the devastating effect of wiping spell casters' minds clean of memorized spells.



The gods of the upper planes take very special care of the translators. These beings literally carry the plans and will of the gods from plane to plane. Therefore, if a translator is attacked while delivering a message, the sending deity will always become aware of this and send aid. In such an instance, roll d100. If the result is 99 or less, the deity will send one of his aasimon (q.v.) servants to help. If the result is 00, roll again. If the second roll is 99 or less, the deity sends 1d6 + 1 aasimon servants. If the result is 00, the deity himself will appear. Aid of this type will arrive in 1d10 rounds after the translator is attacked.

Habitat/Society: Translators are the prized messengers of the gods. They are quiet and unassuming creatures, but carry great importance with them.

Translators do not have a society. They are content in their absolute servitude to the gods. They are not rewarded in any way. A translator's entire existence consists of either delivering a message or waiting patiently for a message to deliver.

These couriers are completely incapable of altering a message. They will always relay it with perfect accuracy, maintaining not only the words but also the spirit of the message's intent.

Ecology: Translators derive their sustenance from the energy of the gods. They do not eat, drink, or sleep. If not for the fact that they are sentient and intelligent, translators might easily be mistaken for mere automatons. As intelligent beings, translators can evaluate situations and conduct themselves in the best manner for the completion of their message-bearing missions.

CLIMATE/TERRAIN:	Arcadia
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	I, H
ALIGNMENT:	Lawful good

NO. APPEARING:	1
ARMOR CLASS:	-8
MOVEMENT:	24, Fl 48 (A)
HIT DICE:	16
THACO:	5
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-10/1-10/2-20
SPECIAL ATTACKS:	Awe
SPECIAL DEFENSES:	Never surprised
MAGIC RESISTANCE:	90%
SIZE:	H (13' long)
MORALE:	Fanatic (17-18)
XP VALUE:	150,000

T'uen-rin are a race of extra-planar ki-rin that dwell in the peaceful plains of Arcadia. These creatures normally have little to do with the world of mortals or ki-rin, but are occasionally seen on the Prime Material plane performing some mission of great importance.

They look much like their more common counterparts, having shining coats of golden scales that scintillate with seemingly impossible shades of color. Their thick manes and tails are a deep, dark gold. Their horns and hooves are a pinkish ivory color. A t'uen-rin's eyes are deep orbs of beautiful violet.

T'uen-rin speak the common language, and can also communicate using telepathy or empathy.

Combat: Although t'uen-rin are peaceful and good, they will fearlessly attack evil wherever the encounter it. The creatures are capable of a powerful hoof/hoof/horn attack inflicting 1-10 points of damage per hoof and 2-20 points of damage with the great horn. These natural attacks are capable of doing damage to any creature, even those normally only hit by magical weapons.

T'uen-rin may use mage spells at 20th level of ability. Each day they may use 15 1st-level spells, 14 2nd-level spells, 13 3rd level spells, etc., all the way up to 7 9th-level spells.

Tuen-rin may, once per day, create an *awe* effect, using their nearly divine presence to stun opponents. When creating an *awe* effect, the t'uen-rin rears up on its hind legs and lets out a commanding cry. Any being of a nondivine nature must immediately save vs. spells at a -6 penalty or be in awe. Awed beings will stand and stare at the t'uen-rin for a number of rounds equal to 20 minus their wisdom score. For example, if a t'uen-rin awes two opponents—one of a 15 wisdom, the other of a 10 wisdom—the former will be stunned for five rounds, the latter for ten. Normally, a t'uen-rin will not attack awed opponents unless they are of great evil and need to be destroyed.

All t'uen-rin have powerful telepathic powers that allow them to read conscious thought, thus making it impossible to surprise one. They may also use this ability to *detect lie* without error. A t'uen-rin, in addition to possessing all abilities of a ki-rin (see *Monstrous Compendium*, Volume II, ki-rin entry), have the following divine abilities:



- **Goodharvest:** By using this ability, a t'uen-rin can cause any crops in a 20 square mile area to grow at maximum speed and yield a maximum harvest. They will often use this ability to aid farmers in trouble or reward those who have lived with integrity.
- **Attack Evil:** t'uen-rin, with the divine help of a god, can make a direct telepathic attack on all evil creatures in a 50 square mile area. Any evil beings of a nondivine nature in the area of affect of this power must make a saving throw vs. spells or migrate out of the area within one week. Evil creatures will not enter the area for at least a month. This power is used to rid places of strong evil presences.
- **End Blight:** When a t'uen-rin uses its *end blight* ability, it can stop the spread of disease or plague within a 100 mile radius. This will cure all nonevil creatures within the area and stop the spread of the disease for one year.

Habitat/Society: t'uen-rin are motivated purely by the pursuit of good. They will naturally seek out and attempt to destroy evil. This does not, however, mean that t'uen-rin will blindly attack evil strongholds. They will not, for instance, travel to the Abyss or other similar place of strong evil where they obviously would not survive.

The t'uen-rin dwell among the clouds in Arcadia and are very lofty in attitude. They will never venture into the Prime Material plane to meddle in the affairs of men unless commanded by a deity or other powerful good entity.

Ecology: In some cultures (particularly oriental), the t'uen-rin is seen as the strongest embodiment of good. They are generally characterized as female, and no male t'uen-rins are known to exist.

CLIMATE/TERRAIN:	Gehenna
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	C, M
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Armor destruction, noxious gas, cause fear
SPECIAL DEFENSES:	Hit only by cold iron weapons
MAGIC RESISTANCE:	40%
SIZE:	L (8' tall)
MORALE:	Elite (13-14)
XP VALUE:	24,000

Vaporighu are evil creatures of the underworld that lurk in the foul furnaces of Gehenna. They are scavengers of sorts, lying in wait for unwary travelers.

Fat and grotesque, the vaporighu are both disgusting and horrifying to behold. They have great, bloated, vaguely humanoid bodies that vary in colors, mostly sick pinks and purples. Pulsating arteries lie just below the surface of their skin, constantly moving about in hideous dance of living gore. Their wet, slimy body hair that reeks of death and decay.

Vaporighu have their own language and speak no others.

Combat: Vaporighu have a variety of attacks, including their punch, a gas attack, and causing fear.

Anyone of less than 7 HD that views one of these gruesome creatures must make a saving throw vs. spells with a -4 penalty. If the save is failed, the opponent will be stricken with fear and will flee for 1-6 melee rounds. Those of 7 HD or greater that view a vaporighu must save vs. spells with no penalty or flee in panic for 1-6 melee rounds.

A favored attack mode of the vaporighu is to emit a cloud of noxious, deadly gas. To make the attack, the vaporighu bloats up to about 150% of its normal size and then jets out in a cloud of bright green gas. Like a *cloudkill* spell, this gas will slay any creature with fewer than 4+1 hit dice, cause creatures with 4+1 to 5+1 hit dice to roll saving throws vs. poison with -4 penalties or be slain, and creatures up to 6 hit dice to roll unmodified saving throws vs. poison or be slain. Since the gas effects the skin, holding one's breath has no effect on the lethality of the attack. Those above 6 hit dice must leave the cloud immediately or suffer 1-10 points of poison damage each round. The cloud is 10 feet in diameter.

Although they prefer not to, vaporighu can make attacks with their thick-fingered hands. Their punch inflicts 1-6 points of damage per hit. Also, with each such hit the vaporighu deposits its slimy fluid on the surface of its opponent. If not cleaned off within one hour of contact, the fluid will destroy clothing and armor. Armor will begin to disintegrate after one hour, lending less and less protection as time passes. Armor will lose one "armor class value" every three hours until it is destroyed. For example, if a vaporighu is attacking someone wearing chain mail armor (AC 5) and the armor is not cleaned within one hour, then it will begin



to disintegrate. After nine hours, the chain mail will be dissolved to the point of only affording AC 8. After 15 hours, the armor is useless. Magical armor may make a saving throw vs. acid to avoid this.

Additionally, vaporighu have the following spell-like powers, at 10th-level of spell use, usable once per round, one at a time, at will:

- animate object
- continual light
- enlarge
- fly
- misdirection
- produce flame
- sleep
- trip

Vaporighu may also attempt to *gate* in 1-4 night hags once per day with a 25% chance of success. They loathe to do this, however, because they must somehow reward the hags for the service rendered.

Due to their powerful and evil nature, vaporighu are subject to attacks only from cold-wrought iron weapons. Even the most powerful enchanted weapons will do these creatures no harm if they are not made of cold-wrought iron. Vaporighu are not subject to being surprised while on Gehenna. Consequently, they will never surprise opponents due to the constant bellows-like wheezing sound they make.

Habitat/Society: Vaporighu are petty, cruel creatures with no purpose save that of destruction. These scavengers hide in the shadows and corners of the foul furnaces of Gehenna and will attack any creatures that pass by them. Whether they attack in hope of gaining power or for food is unknown, but vaporighu are relentless in their assault.

Ecology: As has been noted, there is no apparent motivation for these creatures' savage attacks. They are, perhaps, the carrion of the lower planes, living on the deaths of others.

CLIMATE/TERRAIN:	Beastlands
FREQUENCY:	Rare
ORGANIZATION:	Solitary (but with common animals)
ACTIVITY CYCLE:	Per animal type
DIET:	Per animal type
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	Per animal type
HIT DICE:	6 or animal type's HD +3 HD (whichever higher)
THACO:	15 (or better)
NO. OF ATTACKS:	Per animal
DAMAGE/ATTACK:	Per animal +2 (see below)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	Per animal (generally slightly larger)
MORALE:	Steady (11-12)
XP VALUE:	8,500 + animal type

Warden beasts are higher forms of animals. They generally act as leaders and planners for common animals in the Beastlands, looking out for their general welfare.

In appearance, warden beasts look like the animal over which they have dominion (i.e. bear warden beasts look like bears, wolf warden beasts look like wolves, etc.). They tend to be slightly larger and more archetypal than the common varieties. Warden beasts also seem to have a look of intelligence in their eyes and on their faces.

Warden beasts speak common, can speak with all animals, and can empty empathy, at will.

Combat: All warden beasts have the same natural attack forms as the animal over which they have dominion. Generally, they do slightly more damage than the common variety—add 2 points of damage per hit. Also, their attacks will damage beasts normally hit only by magically enchanted weapons (but cannot damage those normally hit only by +3 or greater weapons). In all other combat respects, they are identical to the original animal.

Warden beasts generally do not fight unless it is in the best interest of the animals over which they have dominion. They will not hesitate, however, to fight when it is necessary.

In addition to abilities in conjunction with their animal type, warden beasts have the following spell-like abilities, at 10th level of spell use, usable once per round, one at a time, at will:

- *animal friendship*
- *animal growth*, 1 time per day
- *animal summoning I*
- *commune with nature*, 1 time per day
- *cure light wounds*, 1 time per day on any given being
- *detect snares & pits*
- *entangle*
- *plant growth*, 3 times per day
- *protection from evil*
- *sticks to snakes*, 1 time per day

These animal benefactors also are part of a larger network of nature. Warden beasts are 90% likely to become aware of any major event that occurs within 5 miles of their home. As a result of this network, they may raise an alarm in the nearby ecosystem that will set all wild animals within the 5 mile radius on a pan-



icked charge. This is, of course, only used in absolute emergencies (i.e. large forest fires, etc.).

If a warden beast or its common animal counterparts are seriously threatened, it may attempt to summon their applicable animal lord (q.v.). This call for help may only be performed one time per day and there is a 35% chance that it will be successful.

Habitat/Society: Warden beasts are part of a chain or network of nature in the upper planes that starts with an animal lord and ends with the common variety of animal. Warden beasts fall between the two. They act as go-betweens and protectors over the animals.

The powers of the upper planes (particularly the Beastlands) have little interface with the warden beasts. These beings are part of a natural ecosystem that is autonomous of the deities and often beneath their notice.

Ecology: Warden beasts are neutrally aligned. They are concerned only with matter pertaining to their animal type. Acting on pure instincts of nature, they sometimes seem to act in an amoral or maybe even evil way. This is not the case. They are simply not concerned with the affairs of the gods, mankind, or the societies of either.

Warden beasts can mate with each other, with animal lords of their species, or with common animals of their species. They breed true—offspring will always be a warden beast whenever at least one parent is a warden beast.

A warden beast's diet is identical to that of its species.

Yugoloths are the absolute evil of the lower planes. These creatures inhabit the planes of Acheron, Gehenna, Hades, and Tarterus, often acting as mercenaries in the Blood War between the baatezu and tanar'ri.

An identifying characteristic of all yugoloths is their complete disregard for loyalty. These wretched creatures will turn on their employers for greater payment by another. It is very tricky to use yugoloths in a mercenary situation, and one must be sure to have power over them before moving into a potentially important battle.

Yugoloths are arranged two distinct categories: greater yugoloths and lesser yugoloths. The greater tend to act as officers, ruling not by any natural authority but by their power alone. Lesser yugoloths are the rank-and-file of these fiends, serving diligently for promises of power and wealth. They are divided as follows:

Greater
arcanaloth
nycaloth
ultroloth

Lesser
dergholoth
hydroloth
mezzoloth
piscoloth
yagnoloth

The yugoloths are marked by bickering and quarreling amongst their own numbers. Though individually ferocious, they are extremely inefficient formation warriors and are only used by the baatezu and tanar'ri in the Blood War because each fears the other might gain an advantage with the yugoloths.

Another common way in which the yugoloths are used is to purchase the services of the other side's forces. The yugoloths are so greedy and avaricious that they will gladly turn on their employers if the price is right. Fortunately for the yugoloths, such battle reports rarely return back to the Nine Hells and the Abyss respectively. When they do, the offending yugoloths are most often hunted and punished with unimaginable torture. Such is not a deterrent, however—the greed of a yugoloth runs very deep.

Yugoloths are affected by the listed attack forms as noted below:

Attack	Damage
acid	none
cold	double
electricity (lightning)	full
fire (dragon, magical)	none
gas (poisonous, etc.)	half
iron weapons	none*
magic missile	full
poison	none
silver weapon	full

*unless affected by normal weapons, in which case damage will be full

All yugoloths are able to perform the following, at will:

- alter self
- animate dead
- cause disease, reverse of cure disease
- charm person
- improved phantasmal force
- produce flame
- teleport without error

Yugoloths also have the ability to *gate* in their fellows when necessary. However, this can be as much a liability as an asset. Due to the quarreling, bickering nature of the creatures, there is a 25% that *gated* yugoloths will turn upon their summoner.

The Book of Keeping

Because yugoloths are servants and mercenaries by nature, they are naturally prone to summonings and conjurations by spell casters on the Prime Material plane. Any time a mage attempts to summon a lower planar being, he is 40% likely to summon a yugoloth, although more likely to summon a gehreleth (q.v.).

However, there is a work that details the processes of summoning yugoloths, both greater and lesser. This ancient tome was penned by some unknown hand and relates much regarding the magical summoning and control of the yugoloth. This manual even goes so far as to give personal names of some of the greater yugoloths. Of course, any spell caster foolish enough to utter one of these lower planar designations of power had better have strong protection or the creature so named will surely smite the summoner and devour his life force. There are at least four known copies of the *Book of Keeping*, but the exact location of these tomes of power is unknown.

The only class that can make use of one of these tomes is the conjurer specialist wizard. He must be wary, however, for the greater yugoloth are powerful and vengeful. Even a mighty conjurer will have trouble binding one and those lower-planar creatures' memories are immortal.

General of Gehenna

Somewhere in the brimstone wastes of Gehenna, there roams an ultroloth so powerful that none will contest his power. He is the General of Gehenna and the ruler of everything located there. Many ultroloths search for this great general in hopes of serving with him. It is believed that to serve with the General of Gehenna is to gain considerable power and prestige amongst the lower planar entities. Whatever that case, the General is rarely seen and has never been found save when he has chosen to be. His personal name is not known by any and even the *Book of Keeping* does not make mention of this powerful and thoroughly evil entity. Perhaps some secrets are best kept unrevealed.

Yugoloth, Greater—Arcanaloth

MC8

CLIMATE/TERRAIN:	Lower planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	H
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-3
ARMOR CLASS:	-8
MOVEMENT:	12, Fl 18 (B)
HIT DICE:	12 + 24
THACO:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/2-12
SPECIAL ATTACKS:	Claw sting
SPECIAL DEFENSES:	+3 or better weapons to hit, spell immunity

MAGIC RESISTANCE:	60%
SIZE:	M (6' tall)
MORALE:	Champion (15-16)
XP VALUE:	49,500

The arcanaloth are the record keepers of the yugoloth. All transactions for services rendered in the Blood War go through them—they are the maintainers of contracts. As yugoloths go, they are a civilized breed.

An arcanaloth appears as a robed human with the head of a fanged jackal or war dog. Arcanaloths are usually snarling and have looks of great hatred in their eyes. However, they do not consider themselves to be foul animals, and keep themselves well groomed and dressed.

As spokesmen for their race, arcanaloths can speak and write all languages.

Combat: The physical attack of the powerful arcanaloth consists of a claw/claw/bite routine. Each claw inflicts 1-4 points of damage per hit and causes a powerful stinging sensation on its opponent that causes him to be at a -1 penalty (cumulative per hit) on his attack dice. *Bless*, *neutralize poison*, or *slow poison* will eliminate these effects. Otherwise, the effects are permanent. Arcanaloths enjoy inflicting pain and torment with their claws. The bite of an arcanaloth inflicts 2-12 points of damage per successful hit.

All arcanaloths possess all the abilities of a 12th-level mage. They will commonly memorize destructive spells, but they keep a wise eye on their escape and defensive spells for good measure. Arcanaloths should have a randomly determined spellbook.

In addition to those available to all yugoloths, arcanaloths have the following spell-like powers usable once per round, one at a time, at will:

- *advanced illusion*, 1 time per day
- *continual darkness*
- *control temperature*, 10' radius
- *fear*, 1 time per day
- *fly*, unlimited duration
- *heat metal*
- *invisibility*
- *magic missile*
- *shape change*, to any humanoid form
- *telekinesis*
- *warp wood*

Arcanaloth are extremely intelligent and will use these spell-like abilities to their best advantage. In general, these creatures



avoid hand-to-hand combat.

An arcanaloth may attempt to *gate* in 1-6 mezzoloths, 1-2 dergholoths, or 1 arcanaloth. They may attempt this but once per day with a 40% chance of success.

The powerful arcanaloths are harmed only by weapons of +3 or greater magical enchantment. Due to their extremely enchanted nature, arcanaloths are immune to mind affecting spells. These keen creatures will see such enchantments for what they really are. Arcanaloth may never be surprised while on the lower planes. They can only be destroyed if fought on the plane of Gehenna, which is the source of their power.

Habitat/Society: Arcanaloths are record and contract keepers for the yugoloths. These powerful creatures negotiate all bargains with baatezu and tanar'i and play the two sides against each other with practiced ease.

One of the tactics of the arcanaloths is to openly discuss one of the fiends' offers with their rivals in hopes raising the stakes. For example, if a baatezu force was attempting to siege the Lakes of Molten Iron on the first layer of the Abyss and they offered 1,000 mortal life forces and the power of death for one year to the yugoloths to help them, an arcanaloth will go to the tanar'i and tell them the offer. Usually the tanar'i will give a counter offer for the yugoloths to help them defend against the baatezu.

Ecology: Arcanaloths, like all yugoloths, play a casual role in the Blood War. They are the traders and barterers and the master schemers behind the yugoloths' success as mercenaries. Of course, the arcanaloth do not perform this task for the "racial pride" of it, but rather for personal wealth and power.

There is a powerful incantation in the *book of keeping* that describes the creation of a potion that will grant success in *any* venture. A shred of flesh from the heart of an arcanaloth is required.

The preferred dwelling place of the arcanaloth is the plane of Gehenna as they draw power from the mighty furnaces there. They will never leave the plane if at all possible and only do so for very brief periods of time.

Yugoloth, Greater—Nycaloth

MC8

CLIMATE/TERRAIN:	Lower planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional to genius (15-18)
TREASURE:	Q(×10), X
ALIGNMENT:	Neutral evil
NO. APPEARING:	1 (or 1-2, but very rarely)
ARMOR CLASS:	-6
MOVEMENT:	12, Fl 36 (C)
HIT DICE:	11+22
THAC0:	9
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	9-16/9-16 or by weapon +8 (strength bonus)
SPECIAL ATTACKS:	Magical axe, wound seepage
SPECIAL DEFENSES:	Spell immunity, +2 or better weapons to hit
MAGIC RESISTANCE:	70%
SIZE:	L (9' tall and broad)
MORALE:	Champion (15-16)
XP VALUE:	66,000

Observers and reporters, the nycaloths are reconnaissance experts that travel through the various lower planes and observing the tanar'i and baatezu in their eternal feud.

Nycaloths look very much like fiends, having the characteristic gargoyle-like appearance. They are very large, broad humanoids with powerful limbs and great wings. These creatures have thick, light green skin with a leathery texture. Their wicked claws are sharp and thick, obviously making excellent weapons.

Nycaloths communicate using telepathy.

Combat: Nycaloths most commonly use weapons. These hulking creatures are fond of giant two-headed axes that inflict 2-16 +8 points of damage. These axes are very commonly enchanted, with 90% being magical in nature, though of common variety (i.e. +1, +2, etc.). If an axe is enchanted, there is a 20% chance that it will of special enchantment (i.e. vorpal, etc.). The qualities of special blades should be determined randomly. Nycaloths are +4 to hit with weapons, and often (75%) employ shields.

Nycaloths also have the power to attack with their claws that each inflict 9-16 points of damage per successful hit. These wicked claws cause seeping wounds that will continue to bleed for 1-6 points of damage per wound per round until healed magically (i.e. *cure light wounds*, etc.).

Enchantment/charm spells never affect nycaloths.

In addition to those available to all yugoloths, nycaloths also have the following spell-like powers, usable as indicated, at will:

- *command*, 3 times per day
- *comprehend languages*, always active
- *detect invisibility*, always active
- *detect magic*, always active
- *dimension door*, 3 times per day
- *dispel magic*
- *enlarge*, or its reverse, *reduce*
- *fear*, by touch
- *invisibility*
- *mirror image*, 3 times per day
- *polymorph self*
- *project image*
- *read magic*, always active



- *reverse gravity*, 1 time per day
- *wind walk*
- *word of recall*, 1 time per day
- *wraithform*, 1 time per day

Nycaloths may attempt to *gate* in 1-10 mezzoloths, 1-3 dergholoths, or 1 additional nycaloth. The *gate* may be attempted once per day with a 35% chance of success.

Habitat/Society: Despite the fact that nycaloths are possibly the most powerful of the greater yugoloths, they are afforded the least status. Nycaloths always act in a careful and calculating manner aimed at maximizing their personal power and safety. These creatures are well suited to being scouts. They have the innate ability to travel to any of the lower planes at will. Nycaloths commonly travel to the Nine Hells and the Abyss in order to view battles between the baatezu and tanar'i. They will report their findings to the arcanaloths who use the information in their manipulations of "contracts".

Nycaloths are bitter and jealous of the status of the other greater yugoloths. They are constantly planning and scheming to increase their status among yugoloths, often bullying the lesser yugoloths to get attention. It is not uncommon for these creatures to destroy whole companies of mezzoloths and dergholoths in a fit of rage.

Female and male nycaloths are nearly identical, certainly impossible to tell apart for any but their own kind. Mated pairs give birth to three young at a time. These young are allowed to grow for 100 days, at which time they are pitted against each other in a battle to the death. Only one will be allowed to grow to maturity—the one that triumphs over its siblings.

Ecology: Nycaloths are carnivores, but may have once been scavengers since they appear to prefer sinew and rotting flesh to fresh meat.

Yugoloth, Greater—Ultroloth

MC8

CLIMATE/TERRAIN:	Lower planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	G, R
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	-8
MOVEMENT:	15, Fl 15 (C), Sw 15
HIT DICE:	13+26
THAC0:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-12/1-12 or weapon +9 (strength bonus)
SPECIAL ATTACKS:	Magical weapon, gaze of fascination
SPECIAL DEFENSES:	+3 or better weapons to hit, never surprised
MAGIC RESISTANCE:	60%
SIZE:	M (6 1/2' tall)
MORALE:	Champion (15-16)
XP VALUE:	84,000

Ultroloths are the strange, enigmatic rulers of the yugoloths. These creatures hold sway over their underlings by the force of their will and their reputation for cruelty.

These ruling yugoloths appear as faceless humanoids with large eyes that resemble fire-opals. They have dark gray skin and typically wear flowing capes or cloaks.

Ultroloths communicate using telepathy.

Combat: Ultroloths, though evil, are cerebral and reserved. They will rarely enter combat and rarely have to. Their physical attack consist of two hand strikes. Their dark and powerful touch inflicts 1-12 points of searing energy damage per round. Ultroloths have a strength of 21 (+9 damage adjustment).

An ultroloth may also be encountered carrying a weapon. They are fond of swords and great pole-arms that they wield with expert precision. The weapons will always be at least +2 or greater magical enchantment. There is, however, a 40% chance that the weapon will of special nature. Special weapons should be determined randomly. Some 3% of these weapons will be extremely powerful. If this is the case, the powers and abilities of the weapons (including any restrictions or curse) should be determined. An ultroloth will always know the full powers and functions of its weapon.

Any person that meets the gaze of the ultroloth must save vs. spells or stop *fascinated* (as if affected by a *hold person* spell), watching the coursing of colors and patterns. Even if the person makes his saving throw, they will not see an ultroloth, but a dearly loved and respected person.

In addition to those available to all yugoloths, ultroloths have the following spell-like abilities, at 15th-level of spell use, usable once per round, at will:

- *air walk*
- *alter self*
- *animate object*
- *bind*
- *call lightning*
- *color spray*, 7 times per day
- *control winds*
- *detect invisibility, lie, magic, poison,*



- and *scrying*, always active
- *ESP*
- *fear*
- *fire storm*, 1 time per day
- *geas*
- *know alignment*, always active
- *mass suggestion*, 1 time per day
- *passwall*
- *pass without trace*, always active
- *read magic*, always active
- *shout*
- *solid fog*
- *symbol*, any type, 1 time per day
- *wall of fire*

These creatures can also *gate* one yugoloth of any weaker type. There is a 100% chance of success, and this may be performed one time per day per type of yugoloth (there are seven others).

No attack of a nonmagical nature may affect an ultroloth. They are harmed only by weapons of +3 or greater magical enchantment. Yugoloths have infravision to 240'. They are never surprised.

Habitat/Society: Ultroloths are the absolute rulers of the yugoloths. None of the lower-planar mercenaries would dare disobey an ultroloth for fear of the punishment it would bring. Even non-yugoloths dwelling in the lower planes will steer clear of the ultroloths, fearing these creatures' powers.

Note that the actual power of an ultroloth—while certainly respectable—is not all that much greater than the other of their kind. However, no yugoloth of lesser power knows the capabilities of these rulers. They are an unknown quantity and thus greatly feared.

Ecology: Ultroloths are the ultimate level of the corruption of the yugoloths. Nothing occurs in the mercenary ranks that these beings do not know about.

Yugoloth, Lesser—Dergholoth

MC8

CLIMATE/TERRAIN:	Lower planes
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-4
ARMOR CLASS:	-3 (see below)
MOVEMENT:	12
HIT DICE:	8+16
THACO:	13
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Grab, feeblemind
SPECIAL DEFENSES:	Weapon parry, +1 or better weapons to hit
MAGIC RESISTANCE:	40%
SIZE:	L (8' tall)
MORALE:	Elite (13-14)
XP VALUE:	25,500

Dergholoths are natives of the plane of Hades but are found in the planes of Tarterus and Gehenna as well. These creatures are lower yugoloths and are used primarily as rank-and-file troops.

Dergholoths have round bodies with five arms and three legs, and their insect-like heads can rotate 360 degrees. For this reason they can move and change direction at will. They are extremely strong but also extremely stupid.

Combat: The dergholoth's five arms end in stubby, four-clawed hands. They have a strength of 20 (+8 damage adjustment). Each may or may not have weapons, as determined below.

Roll	Attacks (Damage)
01-60	5 claw attacks (1-4+8)
61-85	4 claw attacks (1-4+8), 1 sword attack (1-8+8)
86-95	3 claw attacks (1-4+8), 1 sword attack (1-8+8), 1 spear attack (1-6+8)
96-00	2 claw attacks (1-4+8), 1 sword attack (1-8+8), 1 spear attack (1-6+8), 1 battle axe attack (1-8+8)

Dergholoths never carry magical weapons. If the first two claw attacks hit, the opponent has been grabbed. The dergholoth will have a +2 bonus on its attack dice when striking a grabbed opponent, but the two grabbing arms may not attack. Grabbed opponents may fight, but may not move or retreat until the dergholoth is defeated. The victim may break free by making a one half strength check.

One time per day, a dergholoth may begin chattering senselessly and clicking its mouth pincers rapidly. This has the power of *feeblemind* on any creature of less than 7 HD that hears the attack. Those beings must make a saving throw vs. spells or be *feeble-minded* for 1-6 melee rounds, after which they will return to normal.

Armed dergholoths may parry with their weapons instead of attacking. For each weapon used to parry, the dergholoth's armor class is reduced by 2. For example, if a dergholoth with three weapons decides to attack with one weapon and parry with two of them, its armor class becomes -7 for the melee round.

In addition to those available to all yugoloths, dergholoths may use the following spell-like abilities:



- darkness, 15' radius
- fear
- sleep, 2 times per day

Despite their stupidity, they are stubborn creatures that are difficult to control. Dergholoths are not subject to attacks from non-magical weapons. When on Hades, they are never surprised. The material form of a dergholoth may be destroyed but it will reform within a few days into another one.

Habitat/Society: Dergholoths are treated relatively poorly in yugoloth society. They are not nearly as powerful as many of the other types and are subjected to constant abuse from their betters. This has the effect of making the dergholoths very mean, which in turn, serves the yugoloths well. Dergholoths make up many of the yugoloth mercenary companies.

When not fighting battles at the beck and call of the more powerful, more intelligent yugoloths, dergholoths wander Hades, stealing and devouring larvae from the night hags. While this sometimes results in their annihilation, they sometimes come away with good many stolen larvae.

Sometimes the dergholoths will be seen in very large groups, up to 500 strong, milling about in huge numbers. At such times, they are apparently only waiting to be taken away to fight. These unfortunate creatures seem to be aware, however dimly, that being made to fight at the hands of more powerful yugoloths is their lot—in these hordes they await an easy roundup.

It can be argued that yugoloths are not true fiends and have no stake in the Blood War. These ignorant creatures fight only because they are forced to by more powerful yugoloths. They likely have no understanding of the Blood War and of the profits that higher yugoloths make from their fighting.

Ecology: How dergholoths are created is still a mystery. None have ever been properly examined.

Yugoloth, Lesser—Hydroloth

MC8

CLIMATE/TERRAIN:	Lower planes
FREQUENCY:	Common
ORGANIZATION:	Solitary (see below)
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	1, Y
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-6 or 10-30
ARMOR CLASS:	-2
MOVEMENT:	6, Glide 12 (E), Sw 24
HIT DICE:	7+14
THAC0:	13
NO. OF ATTACKS:	3 or 5
DAMAGE/ATTACK:	1-8/1-8/1-4/1-4/1-10
SPECIAL ATTACKS:	Sleep attack
SPECIAL DEFENSES:	+1 or better weapons to hit
MAGIC RESISTANCE:	40%
SIZE:	L (10' tall)
MORALE:	Elite (13-14)
XP VALUE:	26,500

Hydroloths are elite fighting forces that are commonly used in ambush or amphibian attacks.

These creatures are grotesque amphibians that can swim the river Styx without losing their memories. They can be seen in groups of 10 or more wherever Styx enters the lower planes. They are squat humanoids with large flaps of skin under the arms used for gliding on the air. They have frog-like faces and warty, yellow skin.

Hydroloths communicate using telepathy.

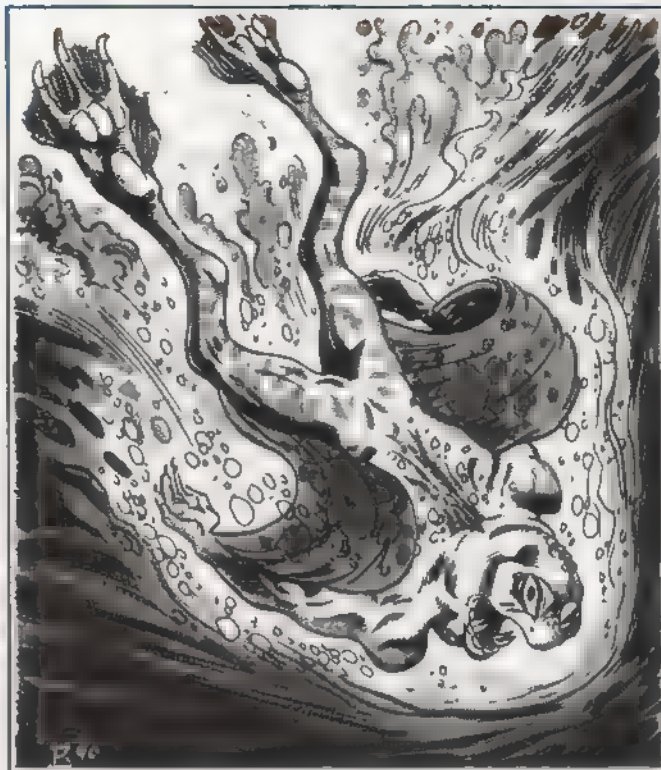
Combat: Hydroloths have two methods of attack. If attacking from land or water, they will use a claw/claw/bite routine. Each raking claw attack inflicts 1-8 points of damage per hit and the bite inflicts 1-10 points of damage. If these creatures launch themselves through the air and attack while gliding, they may also take advantage of their foot claws that each strike for 1-4 points of damage. Hydroloths will gleefully attack anything they feel they can easily defeat.

In addition to their physical attack, hydroloths can spit a stream of yellow, foul liquid from a gland under their tongues. This foul liquid will inflict 1-10 points of damage on a hit and will force the opponent to make a saving throw vs. poison. If the save fails, he is affected as if by a powerful *sleep* spell. The *sleep* wears off after 1-8 melee rounds, during which time the victim cannot be awakened save by magical means.

Like all yugoloths, hydroloths may *teleport without error* at will, and will sometimes use a *dimension door* to gain altitude for its glide. In addition to those available to all yugoloths, hydroloths may use the following spell-like powers:

- *conjure elemental*, limitations listed below
- *create water*
- *darkness*, 15' radius
- *dimension door*
- *water walk*, as a ring or water walking

They may, twice per day, attempt to *gate* in another hydroloth. There is a 50% chance of success. If encountered on the Prime Material plane, the hydroloth may use a *conjure elemental* ability, making a water elemental of 12 hit dice who will fight for the creature without being controlled. In addition to the resistances



common to all yugoloths, hydroloths will take half damage from any *water-based* attack form (no damage if they make their saving throw). Hydroloths are harmed only by +1 or better weapons.

Habitat/Society: Hydroloths are relatively well respected in the yugoloth community. They are used on special operations and attacks that generally involve covert operations or guerilla type actions. They, of course, specialize in amphibious and subaqueous warfare.

These amphibians are regarded by other yugoloths, particularly the ultroloths, as valuable. Hydroloths will very often use their favor among their betters to gain positions of power and influence. It is common, for instance, for these creatures to demand extra wealth, or a share of the mortal life forces transferred for the job they do. While the great yugoloths certainly have the physical power to force the hydroloths to do their bidding, they feel it is wiser to appease these creatures. They prefer to dwell in water, fire, or lava, but can be found anywhere.

Ecology: In any war effort, there are certain creatures that make profit from the carnage that takes place around them. Mercenaries are such beings and yugoloths are mercenaries in the extreme. However, few yugoloths are motivated like the hydroloths are. These monsters delight in fighting in the Blood War. They seem to draw strength from the terror inflicted on mortals, which drives their blood lust still further.

Because they are sent to the Prime Material plane fairly often for missions, a number of hydroloths have been killed or captured by mages. It has been found that several of the internal organs of these creatures make excellent spell components and alchemical mixtures for potions. A live hydroloth, which is extremely difficult to capture, might bring a high price. A dead one, though not as valuable, will still turn a pretty gold piece.

CLIMATE/TERRAIN:	Lower planes
FREQUENCY:	Common
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	2-5
ARMOR CLASS:	-1
MOVEMENT:	15
HIT DICE:	10 +20
THACO:	15
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	7-12/7-12 +7 (strength bonus)
SPECIAL ATTACKS:	Magical items
SPECIAL DEFENSES:	+1 or better weapons to hit
MAGIC RESISTANCE:	50%
SIZE:	M (7' tall)
MORALE:	Elite (13-14)
XP VALUE:	40,500

Mezzoloths are the most common yugoloths of the lower planes. They are as plentiful as they are lowly and wretched.

Mezzoloths look like humanoid insects covered in great chitinous plates. They have long, lanky arms and legs and wide, armored skulls. Mezzoloths have long, sharp claws that can cut through most nonmagical substances. They are a dirty ivory in color with glaring red eyes.

They have a limited form of telepathy that allows them to communicate with any creature of low or better intelligence.

Combat: Mezzoloths have hard hands with long claws extending from each digit. These powerful claws are capable of inflicting 7-12 points of damage on a successful hit. These monsters also have an 18/00 and gain damage bonuses from that strength (+6 damage adjustment).

Mezzoloths are of a highly magical nature. Consequently, these creatures have a natural affinity with magical items. A mezzoloth can make use of any magical item without penalty. They often use magical weapons, and, if so, generally have a shield, as well. The only exceptions to this are those items that are restricted by alignment (e.g. *holy avenger*) and those that affect only a specific class (e.g. *book of exalted deeds*). Most of the more powerful yugoloths, which do not have the mezzoloth's natural propensity for enchanted items, recognize this as an asset and will often equip these creatures accordingly. Solitary mezzoloths are only 5% likely to have a magical item. For every 3 mezzoloths present, they are 10% (cumulative) likely to have one magical item among them. For example, if a group of 10 mezzoloths are encountered, there is a 30% chance they will have magic, but a group of 30 or more will always be equipped with some enchanted items. Magical items should be randomly determined.

As a result of their magical affinity, mezzoloths are also not subject to attacks by nonmagical weapons. In fact, so deep is this natural resistance, that +2 or greater magical weapons must employed to damage a mezzoloth.

In addition to those available to all yugoloths, mezzoloths have the following spell-like powers, at 10th-level of spell use, usable once per round, one at a time, at will:

- *burning hands*
- *cause serious wounds*, reverse of *cure serious wounds*
- *cloudkill*, 1 time per day



- *darkness*, 15' radius
- *detect invisibility*, always active
- *detect magic*
- *dispel magic*, 2 times per day
- *flame strike*, 1 time per day
- *hold person*
- *mirror image*
- *sleep*
- *trip*

Mezzoloths may also attempt to *gate* in 1-4 additional mezzoloths or 1-2 hydroloths. This attempt may be made one time per day and has a 40% chance of success.

Mezzoloths can see in the infrared spectrum out to 120'. These lower-planar soldiers are not subject to the affects of paralysis or poisons of any kind. Cold-based attacks will cause them full damage (as opposed to double damage normally taken by yugoloths). They are immune to *charm* and *suggestion* spells.

Habitat/Society: Mezzoloths are the lowest of the yugoloths. These creatures are the rank-and-file warriors used in yugoloth armies. Higher yugoloths have no regard for these soldiers and rule over them by might and force of will alone. Due to their lack of great intelligence, the mezzoloths have accepted their lot. In fact, the abuse they receive from above has made them more vicious, toughening them for more brutal combat.

Mezzoloths have little motivation when not fighting in a mercenary army. They tend to wander the lower planes (particularly the Abyss) in search of creatures to torment. They are fond of tormenting lemures when they can find those wretched monstrosities.

Ecology: Sages have never been able to ascertain exactly from where the mezzoloths are formed. They appear to be yugoloth adaptations of some other evil creature, but they have no link to the Prime Material plane. They may be beings brought to the Abyss from some alternate Prime Material plane.

Yugoloth, Lesser—Piscoloth

MC8

CLIMATE/TERRAIN:	Lower planes
FREQUENCY:	Uncommon
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	E
ALIGNMENT:	Neutral evil

NO. APPEARING:	2-8
ARMOR CLASS:	-5
MOVEMENT:	6, Sw 18
HIT DICE:	9+18
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-16/2-16
SPECIAL ATTACKS:	Severing, sting
SPECIAL DEFENSES:	Never surprised, +1 or better weapons to hit
MAGIC RESISTANCE:	40%
SIZE:	M (5' tall)
MORALE:	Elite (13-14)
XP VALUE:	40,500

Piscoloths are the sergeants and overseers of the armies of yugoloth mercenaries. These creatures hold sway over companies of dergholoths and mezzoloths with dictatorial inflexibility.

The fish-tailed, walleyed piscoloth has the red, chitinous body of a lobster, the talons of a bird, and the head of a carrion crawler. The piscoloth's arms, while human-like, end in a set of crab-like pincers. This creature is found throughout the lower planes wherever there lurk the armies of the yugoloths.

Piscoloths communicate using telepathy.

Combat: The faceted eyes, bulging from the sides of the monster's head, give the piscoloth the ability to see around and behind so that it cannot be surprised.

Using its mighty pincers, the piscoloth can inflict 2-16 points of damage per hit. These powerful claws also have the ability to sever limbs. Any hit of an unmodified roll of 20 has that possibility. If an opponent is so struck, he must make a saving throw vs. paralyzation or lose a limb (60% arm, 35% leg, 5% head). He may gain a +2 bonus if wearing metal armor (+1 for each "plus" if magical armor). For example, if a piscoloth scores an unmodified 20 against a man in *chain mail* +2, the opponent receives a +4 bonus to his saving throw.

The alien-looking creatures have a special tentacle attack that they may make against a single creature. Anyone so struck by a piscoloth's tentacle will receive 1-10 points of damage from their painful, stinging effect. The tentacles also inject a venom into the victim that will cause a paralysis. A saving throw vs. paralyzation is allowed, but with a -2 penalty. If a *neutralize poison* spell or other similar healing means are not employed within 6 turns, the victim will die. If the saving throw is successful, the victim is instead *slowed* for 1-6 rounds.

In addition to those available to all yugoloths, piscoloths have the following spell-like abilities, at 10th-level of spell use, usable one time per round, one at a time, at will:

- *bind*
- *blink*
- *emotion*
- *jump*
- *know alignment*
- *meld into stone*



- *phantasmal killer*, 2 times per day
- *protection from good*
- *resist fire*
- *scare*
- *stinking cloud*

These creatures are prodigious summoners. They can *gate* in 1-8 mezzoloths three times per day with no chance of failure. They may also attempt to gate in 1-2 additional piscoloths once per day with a 35% chance of success.

Also, due to its aquatic nature, all *water*-based attacks are at -1 on damage per die.

Habitat/Society: Piscoloths are sergeants and overlords. They are in charge of maintaining order—or some semblance thereof—among the armies of the yugoloths. They have very short life spans, however, having to answer to the easily-angered, more powerful yugoloths. Keeping order in a yugoloth army is akin to passing a planet through the eye of a needle. Piscoloths do, however, derive pleasure from their tasks, for they are cruel and hateful. They bully weaker creatures whenever possible.

Piscoloths are one of the few yugoloths that will cooperate in groups. They are commonly found in groups of five or six and will be ruling over one or more companies of mezzoloths. They will generally maintain order through destruction of those who do not obey them. Of course, being few at the head of hordes of their own abused underlings makes piscoloths subject to frequent friendly fire.

Piscoloths play a direct role in the Blood War. They are the yugoloths that are most often presented with an opportunity to turn against their employers.

Ecology: Nothing is known of a piscoloth's reproduction or biology. They are widely believed to be the wretched creations of fallen evil generals, but this may be simply myth.

Yugoloth, Lesser—Yagnoloth

MC8

CLIMATE/TERRAIN:	Lower planes
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High to exceptional (13-16)
TREASURE:	R, H
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	-4
MOVEMENT:	18
HIT DICE:	10 + 20
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-12 or by weapon +10
SPECIAL ATTACKS:	Magical weapon, acid breath, devour
SPECIAL DEFENSES:	+1 or better weapons to hit
MAGIC RESISTANCE:	40%
SIZE:	L (12' tall)
MORALE:	Elite (13-14)
XP VALUE:	26,500

Yagnoloths are nobles of the yugoloth society. They are lords of fiefs and all who enter these fiefs are subject to their rule. Despite their power, however, they are considered lesser yugoloths.

Yagnoloths are horrible creatures with two unequal arms, one man-sized and the other giant-sized. These creatures are large humanoids with scaly red skin and bulky muscles. Their horrid heads have great wing-like ears. Their facial features—like the personalities of the creatures—are hateful and alien.

Yagnoloths communicate using telepathy.

Combat: The physical attack of the monster is with its huge arm. This monstrous appendage inflicts 1-12 points of damage per stunning hit. Yagnoloths have a 22 strength (+10 damage adjustment). Anyone that is struck by this giant arm must make a saving throw vs. paralysis or be stunned for 2-12 rounds.

Yagnoloths will carry weapons in their human hand and can attack with both a weapon and their giant arm. Typically they carry swords or maces. These weapons may (30%) be enchanted of the common variety (i.e. +1, +2, etc.). They will never be of a special nature. Attacks by the human hand do not gain the strength bonuses.

Yagnoloths can also attack with their foul breath weapon. They breathe forth a cloud of acidic gas. Anyone whose exposed skin is touched by the gas will be affected. The gas will eat away at skin and inflict 6d6 points of damage. A saving throw vs. breath weapon is allowed for half damage. The opponent will also be stunned for 1-6 melee rounds (half that if a save is made) while the acid slowly and painfully melts their skin away.

If a yagnoloth has knocked out an opponent (either with their giant arm or breath weapon), it will attempt to feed on the opponent's life force. The yugoloth does this by placing its head against the flesh of its victim. It will devour 10-100% of the victim's abilities before being sated. Affected abilities are experience points, hit points, and ability scores (strength, dexterity, etc.). Round any fractions up. This process takes five melee rounds and the yagnoloth may be interrupted by the victim awakening. If the yugoloth is slain within one day, he will recover his lost abilities. Otherwise, a *restoration* spell is required.



Yagnoloths may use *shocking grasp*, doing 1-8 +10 points of damage, three times per day. They may also use all the spell-like abilities available to other yugoloths. These monsters are affected only by +1 or better magical weapons and take but half damage from earth-based attacks.

Habitat/Society: Yagnoloths are princes of sorts. All yugoloth-controlled areas are divided into regions and have a governing yagnoloth making all policies. Although yagnoloths are less powerful than other yugoloths, their power is enforced by the will of the ultroloths who divided the regions in the first place.

Yagnoloths will frequently order the execution of yugoloths in higher positions than themselves. This is one of the ways that these creatures plan on increasing their own already lofty status. Needless to say, all yugoloths—save the ultroloths—despise the yagnoloths and will savagely betray them if this can be done safely. Hated so, yagnoloths cannot *gate* additional yugoloths into a battle.

These creatures pay little attention to the rest of the workings of yugoloth society. They are greedy and gluttonous and abuse their power greatly.

Ecology: Yagnoloths have little care of mercenary issues. They have little care of matter pertaining to the Blood War. These creatures are merely live by the labors of their fellows. They are consumers in the purest form and produce nothing of value. What inspired the mysterious ultroloths to place these creatures in command of the provinces of the lower planes is a mystery. If they have any qualities of merit, they are well hidden.

One can only speculate on the bizarre cross-mutation involved in the creation of the yagnoloths. Perhaps these creatures have giantish blood in them. Or perhaps giants have a bit of yagnolothish blood in them...

CLIMATE/TERRAIN:	Seven Heavens (Lunia)
FREQUENCY:	Common
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Lawful good

NO. APPEARING:	1-4
ARMOR CLASS:	5
MOVEMENT:	Sw 15 (see below)
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	Dart
MAGIC RESISTANCE:	Nil
SIZE:	M (6-7' tall)
MORALE:	Steady (11-12)
XP VALUE:	20,000

Zoveri are inhabitants of Lunia, the first layer of the Seven Heavens. They are beneficiaries of all who go there and are completely friendly.

Zoveri are curious in their appearance, being much like an aquatic centaur. From the waist down they have the lower body and tentacles of an octopus. From the waist up zoveri have the torso of a man or woman. They tend to look very fair and delicate, much like an elf—zoveri are extremely beautiful to look upon.

Zoveri can speak the languages spoken by all good creatures.

Combat: These aquatic guardians are bastions of goodness, respecting all life as sacred. As such, they loathe combat in any form. If pressed to fight, they have long metal spears used to thrust for 1-6 points of damage. If they are above the surface of the water, these spears can be thrown with the range of a javelin. Because zoveri are ill-used to combat, all of their attack rolls are made at -1; unless expecting trouble, they rarely have their spears with them.

Zoveri are capable of making a darting escape in the water. This is used if fleeing from a situation is possible. When darting, a zoveri must drop anything he is carrying. The dart gives him a movement rate of 36 for two melee rounds and the zoveri is 70% likely to find a hiding spot during the dart.

Additionally, zoveri have the following spell-like powers, at 10th level of spell-use unless otherwise noted, usable once per round, one at a time, at will:

- *bless*
- *create food & water*
- *cure disease*, 1 time per day
- *cure serious wounds*, 1 time per day per recipient
- *detect evil*
- *dispel evil*, 1 time per day
- *forget*
- *fumble*
- *know alignment*
- *neutralize poison*, 1 time per day per recipient
- *resist cold*
- *water breathing*, 20th-level spell use, 3 times per day
- *water walk*, 3 times per day

Zoveri may, twice per day, change into elf form. In this shape



they can leave the water and walk on land. The playful zoveri love to walk on land, sometimes for long periods of time. However, the sea is their true love and to it they always return.

If four zoveri gather, they may use a *conjure elemental* ability, summoning a 16 HD water elemental to aid them. To perform the summoning, the zoveri must form a circle and join hands. Using a complex swimming pattern and ancient songs of beckoning, they can summon the elemental. The chance of the elemental arriving is 10% per round of swimming, cumulative. A water elemental will always come to the zoveri's aid to honor a pact they made millennia ago.

Habitat/Society: The most widely known quality of the zoveri is their kindness. They will readily and willingly render aid to any life form that requires it. If the being in need is evil, they will render whatever aid is needed and then *dispel* it back to its home.

Travelers who come to the Seven Heavens first arrive on Lunia, the first layer. Lunia is essentially a giant ocean and newcomers are often unprepared for this. The zoveri ensure that no one who enters the Heavens drowns in the seas of Lunia. Any person entering Lunia and struggling in the waters will be rescued in 1-3 melee rounds by a zoveri.

Ecology: These beautiful, elf-like beings are motivated by their internal ethics. They are an important and integral part of Lunia's ecology for they are literally the guardians of life there. It is unclear why the Seven Heavens—the demesne of the lawful good powers—has so hazardous a doorway, but without the zoveri, Lunia would claim many lives of the unprepared.









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